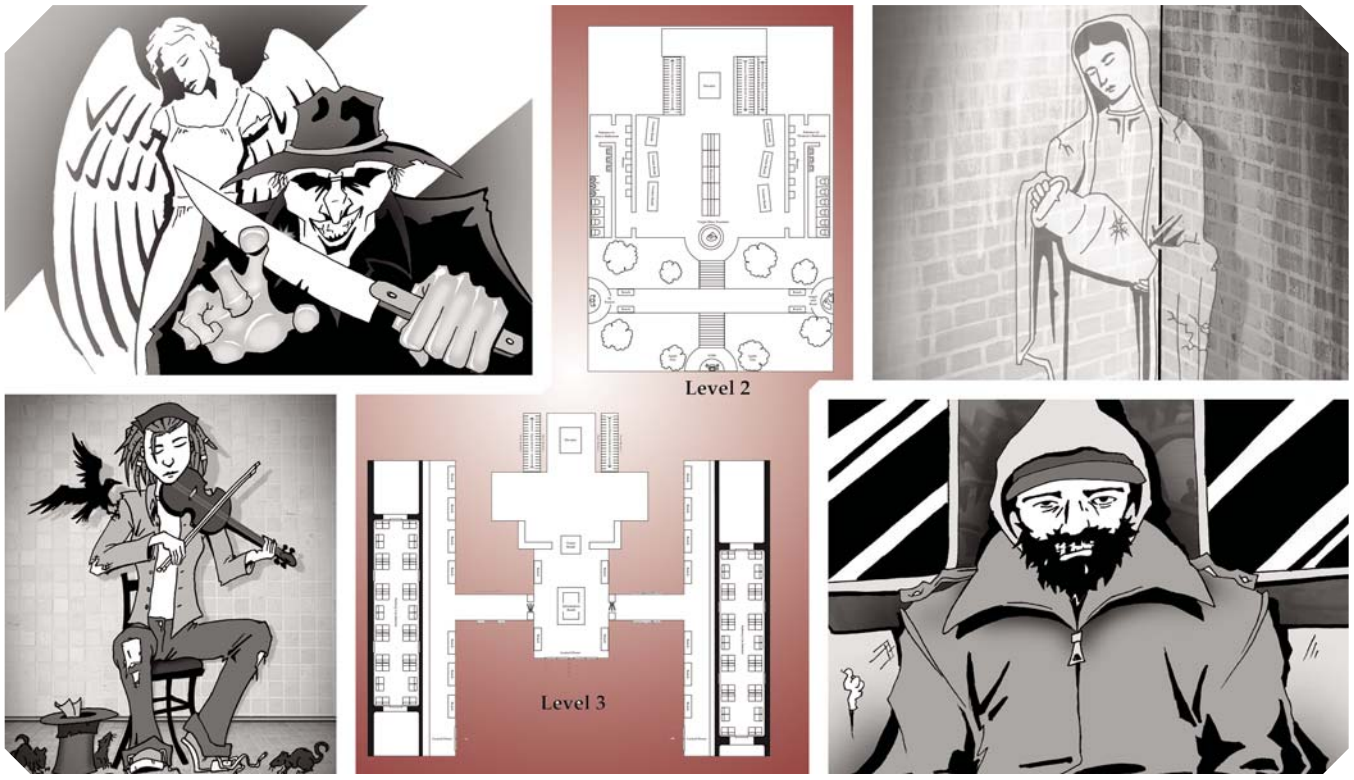
GURPS® Fourth Edition

Locations:
Metro of Madness™



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An e23 Sourcebook for ***GURPS***®

STEVE JACKSON GAMES
Stock #37-1411
Version 1.0 – March 2009

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You don't look at each other on the subway.

– Simon Pegg

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Introduction

GURPS Locations: Metro of Madness explores Samuel Luke Station, a subway stop that can become part of a city transit system. It is the disquieting magnum opus of a maverick artist, filled with vandalized stone angels and coated with cryptic graffiti . . . a place that has accumulated dark urban legends and fills passersby with curiosity and fear. This ***GURPS*** *Fourth Edition* supplement covers the layout and history of Samuel Luke Station, the most prominent people connected with it, and how this station can play a role in a wide variety of campaigns, especially in illuminated and supernatural settings.

About the Authors

Fade Manley lives in Austin, which she has never quite forgiven for being located in Texas. Despite having designed ***SPANC (Space Pirate Amazon Ninja Catgirls)*** and living with four cats at home, she is not at all obsessed with felines, and she has carefully excised all other mentions of cats but one from this manuscript just to prove that point. She is working on a cliched YA fantasy novel when not wasting all her time on role-playing games online.

After communicating with customers almost exclusively through e-mail for years, she has become entirely resigned to being addressed as "Mr. Manley" and "Dear sir:" in business communication.

Bevan Thomas lives in Victoria, B.C., where he writes, reads, and ponders the infinite. His articles have appeared in several magazines, including *Knights of the Dinner Table*, *Webcomics World*, and *Pyramid*, and he has contributed to books published by Bastion Press and White Wolf. Many journeys on Vancouver's metro system inspired this supplement, which was shaped by his love of mythology, conspiracies, gothic adventure, and fringe mysticism. He is writing a pretentious, deeply personal novel, and he hopes to get it published.

Bevan wishes to thank Graham Fox, former head of the British Columbia Rhinoceros Party and a true scholar of the bizarre, for all his help and support. He also expresses gratitude to his brothers Alexander, Gwyn, and Ian for their excellent ideas, and Ryan Elias, whose LARPs served as the initial inspiration for this book.

About *GURPS*

Steve Jackson Games is committed to full support of ***GURPS*** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: **info@sjgames.com**. Resources include:

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Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the "Bibliography" link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all ***GURPS*** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the ***GURPS Basic Set,*** *Fourth Edition.* Page references that begin with B refer to that book, not this one.

Harshly articulate, musical steel shell
Of angry worship, hurled religiously
Upon your business of humility
Into the iron forestries of Hell.

– Allen Tate, "The Subway"

Chapter One

The Station That Luke Built

The doors of the train barely open before Jennifer Larson steps onto the platform at Samuel Luke Station. Her eyes wander past the hurried commuters and the man begging in the corner to settle on a painting attached to the station's wall: an angel being buried alive, screaming as a cheerful crowd shovels dirt over her struggling body. Somebody has spray-painted "I want to go home" into a speech bubble over the angel's face.

"People say that was his wife." The man standing beside her tilts back a wide-brimmed hat and smiles as Jennifer looks at him. "Samuel Luke buried her alive in the masonry of the station, and then went mad. He painted his own crime on the walls."

"Is that true?" she asks, already reaching for her notebook.

The man shrugs, still smiling. "It's what people say."

History of the Station

When the city council decided to expand the subway system, they awarded the contract to maverick architect and artist Samuel Luke. Luke kept to conventional design principles for almost all of the stations, but he insisted on full creative control of one station, to be named after him. He surprised the city by selecting a station in a failing industrial area.

Luke personally painted and sculpted all of the chosen location's embellishments. Like all of his creations, the art in the station displays his love of melancholy religious iconography. The intersecting vaults in the glass ceiling of the top level, coupled with the arching walls and the statues of angels and saints, lead many to compare Samuel Luke Station to a Catholic cathedral. At its unveiling, the delicate craftsmanship and powerful imagery awed onlookers, though many felt there were too many disturbing pieces among the decor for a public facility.

The station has fallen into disrepair since then. The granite walls are caked with layers of graffiti. Almost all of the statues are defaced; some have been smashed to unrecognizable lumps of filthy marble. Budget concerns and a lack of interest in the area have stalled plans to remove or replace the damaged pieces, so the station remains in its marred state.

More than the art has decayed over the years. Homeless people use the station for shelter, gangs for a meeting place, drug dealers and prostitutes to find customers, and thieves and robbers to acquire a fresh source of victims. This unsavory element, combined with the disturbing appearance of the station's shattered stone angels, has resulted in many ghoulish rumors. The neighborhood deteriorates just as the station does.

The Man Himself

Samuel Luke was a man of many rumors and few facts. He delighted in giving conflicting stories about his past, when he agreed to give interviews at all. Those who worked for him spread stories of his eccentricities: He refused to work on Wednesdays, shake hands (unless sealing a bargain), or eat in front of others.

He is known for architectural projects that combined the grandiose and mystical with the mundane and prosaic, adapting elements from gothic cathedrals for use in public structures. Samuel Luke Station was the pinnacle of his career . . . and his final work. Soon after his location was complete, Luke dropped out of sight and has not been heard from since.

Reasons for Construction

Many people asked why Samuel Luke placed his station in a part of town where his art was sure to be vandalized. No one received a satisfactory answer.

Art majors from the local college believe that Luke designed the station as a form of avant-garde art, and the inevitable defacing of the angelic and saintly images is a metaphor for a loss of innocence or the modern degradation of values. Others offer stranger theories: The station is a cover-up for a secret government project. It is being used for occult rituals. It is a gate to Hell. These and other esoteric uses of Samuel Luke Station are discussed in Chapter 3.

Exploring the Station

Samuel Luke is built on three levels: the entrance, a courtyard, and the actual station. Inside the station, there are no doors except for those that lead into the washrooms and the ticket booths. The entrance has heavy oak doors on well-oiled hinges. Luke's original locks on these doors have been supplemented with modern security systems, but the locks themselves are still in good repair.

Graffiti covers much of the station. Although the usual gang tags, angry slogans, and offers of sex do appear in Samuel Luke, they are mostly confined to the upper sections. The messages spray-painted on the walls of the lower levels are religious, cryptic, or most often both. Biblical quotes are common, such as Isaiah 14:12 ("How art thou fallen from Heaven, O Lucifer, son of the morning! How art thou cut down to the ground, which didst weaken the nations!") and Revelation 20:1 ("And I saw an angel come down from Heaven, having the key of the bottomless pit and a great chain in his hand"), as is the name "Samael Lucifer," an obvious reference to the station's creator. Other popular phrases are "Heaven is emptied," "Kingdom of the Blind," and "Abandon all hope, ye who enter here." People have left graffiti in other languages, particularly Hebrew and Latin. Strange symbols lurk in odd corners, phrases in unrecognizable languages and crude, disturbing images of demons and suffering.

A map of the station appears on p. 8.

Level One

At street level, a grass lawn with a gnarled cedar tree and tangles of dying weeds spreads out in front of the subway station. A stone path leads to the entrance. A pair of stone cherubim sit on either side of the doorway. Though the cherubim were carved to appear as lions with human faces and four wings each, their wings have been snapped off and their faces smashed to lumps. A plate-glass roof spills daylight into a courtyard below. Commuters can descend to the courtyard by a staircase, twin escalators, or an elevator, all located behind the wide station doors.

Fifteen minutes after the last scheduled train has gone through Samuel Luke Station for the day, the escalators stop and the custodian locks the doors.

Level Two

The courtyard at the foot of the stairs has corridors on both sides leading to pay phones and public washrooms. During the day, vendors with carts offer cheap food and drinks, newspapers and magazines, or, occasionally, fresh flowers. The vendors change frequently, but there's always someone willing to put up with the weird surroundings to sell a few cups of coffee to weary commuters.

Most of the pay phones have been pried open, had their handsets broken off, or been torn off the wall. The few remaining phone books are almost unusable, with most of the pages torn out and words and pictures scribbled on the ones that are left. The inscriptions are in the same style as the rest of the graffiti, except that they relate directly to the book's entries. New names or phone numbers have replaced some existing ones. Other entries have been completely blacked-out, and new entries have been added. Comments such as "Not the One," "Give her three apples," and "Do you know me?" annotate many entries.

The washrooms at Samuel Luke Station are infamous for drug deals and prostitution. These rumors are likely exaggerated – who would use washrooms in such a state? The mirrors are shattered, the walls are coated in graffiti and unidentifiable stains, the toilets have backed up, and the floors are covered in toilet paper and pools of liquid.

> *Lo! 'tis a gala night*
> *Within the lonesome latter years!*
> *An angel throng, bewinged, bedight*
> *In veils, and drowned in tears.*
>
> *– Edgar Allan Poe,*
> *"The Conqueror Worm"*

On the other side of the courtyard is a small garden. It is open to the sky and rises to street level; in wet weather, this frequently results in mud and puddles throughout the station. The garden includes ash trees, cedars, and a pair of apple trees, all tangled with weeds and bushes. A marble Francis of Assisi sits on one side of a bench now grown over with foliage, preaching to a flock of stone birds. His eyes have been chiseled out and his fingers shattered, and some of the birds are gone save for sharp lumps where their feet once perched. A marble angel beneath the cedar tree wrestles with a hippopotamus-like beast, both long since decapitated in an impressive feat of vandalism.

A life-size granite statue of a woman stands between the two apple trees. She has fangs, a snake's tail instead of feet, and she holds up her hands in desperate supplication toward Heaven. This figure, which most people identify as Lilith, is the only completely undamaged piece of art in the station.

A fountain sits at the boundary of the garden and the courtyard. At its center is a statue of the Virgin Mary, clasping a vase from which pours a stream of water. The statue is chipped all over and streaked with blood-red paint. Her robe completely covers her feet, which piques some Catholics (traditional iconography always shows at least one of Mary's feet, proving that she is not a hoofed devil in disguise). People use the water around the statue as a wishing well, tossing in coins, animal bones, little dolls, and other strange objects; it's difficult at a glance to distinguish the occult offerings from mere trash.

Urban Legends

Samuel Luke Station has accumulated many legends, some more plausible than others. The weirder the campaign, the more likely any given rumor is to be true.

- Photographs and numerous witnesses have made it clear that the Virgin Mary fountain sometimes cries. Skeptics (and the authorities) dismiss this as condensation. This does nothing to explain the rumors that the tears sometimes turn to blood, as does the water from the font. Other statues are thought to cry as well.
- A demon (or a bioengineered monster, depending on whom you ask) prowls the structure after dark, feeding on the homeless and anyone else unlucky or foolish enough to be locked into the station at night.
- The station is haunted by the ghosts of those killed by the trains. If you see someone lying on the tracks, don't try to help them; it's a trick to entice you into the same fate.
- Samuel Luke believed his wife was faithless and walled her up alive in the station, despite all her protests of innocence. When he realized he had been wrong, he painted his own crime onto a wall and disappeared.
- No, Luke was killed by his unfaithful wife. She buried his body in the garden, and now his spirit is trapped in the statue of Lilith. He can't be free until all of his art has been destroyed. Or was it until all of his art has been restored to its former glory?
- A satanic cult has taken up residence in a nearby abandoned tunnel. At night, they use Samuel Luke Station for blasphemous ceremonies. They've been killing people for years and hiding the bodies in secret tunnels beneath the tracks.
- At midnight, the statues whisper prophecies to anyone standing nearby. They've been defaced by people driven mad by the prophecies, in an effort to keep others from suffering the same fate.
- When the toilets overflow, they disgorge blood, body parts, and even spectral ectoplasm.
- A train once derailed and smashed into the station, killing everyone on the platform. The media didn't touch the story, and the families were paid off or threatened into silence.
- Some children wandered down a nearby tunnel and got lost. They have lived there ever since, creating their own community and kidnapping other children to replenish their society.
- The tracks were incorrectly installed – occasionally a power surge electrocutes someone on the platform. If you don't let your feet touch the yellow line, you'll be safe.
- The ghosts of crashed trains sometimes pass up and down the line, continuing their route. Don't board a train with graffiti on the side quoting the book of Revelation, or you'll be trapped on it forever.

Level Three

The escalators to the trains are long and steep; commuters who are prone to vertigo generally wait for the elevator rather than ride slowly down those stairs. In bas-reliefs alongside the escalators, naked androgynous angels fly through the walls, stone hands thrust out in supplication. Most of the hands are missing.

At the bottom of the escalators is a small landing leading to the tunnels. From here down, cell phones get no reception – even radios have trouble picking up a signal. On the landing is a single ticket booth. The booth is always locked, whether or not an employee is inside, and is protected by bulletproof glass. No money is kept in the booth after hours. Drawing the Samuel Luke Station shift is never pleasant, and the ticket vendors stuck in the booth are never friendly. A counter nearby has a sign reading "Information" but hasn't been staffed in years; there are no security guards assigned to the station.

Tunnels beyond the ticket booth branch off to the right and left, blocked by turnstiles that won't turn until commuters insert a ticket or monthly pass. These tunnels lead to the two platforms on either side of the tracks. Overhead signs once declared which direction the trains ran from each platform, but they were ripped down long ago and never replaced. Strangers to the station frequently end up on the wrong platform for the direction they want to take, or even on the wrong train entirely.

More broken angel statues adorn the masonry of the two tunnels, in poses that imply singing, praying, and other more traditionally pious activities. One wall of each tunnel holds advertisements, none of which stay for long before being ripped down, covered in graffiti, or pasted over with flyers for local events. The other wall features Luke's paintings of angels, prophets, and saints in a variety of poses: Moses parting the sea, John of Patmos witnessing the Horsemen of the Apocalypse, and Adam and Eve being driven out of Eden by cherubim. God and Jesus Christ are never depicted, though the Virgin Mary frequently appears. Many of the glass panels covering these pictures have been shattered, and many of the paintings are slashed, spray-painted, or otherwise defaced.

When Samuel Luke Station was constructed, the plans called for another junction and more subway tunnels than were actually completed. Locked doors hide these unfinished areas. Squatters inhabit some of them, and they could be safe houses for criminals or the lairs of subterranean monsters. The unmarked doors have spawned lots of rumors, both true and false.

Mind the Gap

A subway station contains plenty of hazards even without any supernatural influence. Muggings are common late at night, leaving victims beaten or much worse. Poorly maintained escalators can catch clothing or shoes to mangle limbs in the machinery. During rush hour, a busy crowd might knock people down flights of stairs. And if a fire, gunshots, or train crash were to frighten the crowd, a mob of people all trying to press upstairs at the same time could trample commuters in the panic.

A yellow line near the edge of the platform, with raised bumps in the floor for those who can't see the line, warns people of the tracks beyond. Automated announcements warn people to keep behind the yellow line and away from the tracks until trains arrive; commuters eager to grab seats on the next train frequently ignore the warning. When trains pull in, they leave a few inches of space between the doors and the platform edge. The doors won't close on anyone still between them (unless they're malfunctioning, of course), but the train might pull away while someone is caught in that gap.

The tracks themselves are the most dangerous part of the station. Even a train slowing to a stop will seriously injure anyone standing on the tracks in front of it. The third rail provides electric current to the trains and is painted a bright color to warn people of the danger. Urban legends abound of drunk men electrocuting themselves by urinating on that rail.

Samuel Luke Station is in such poor repair that it has its own unique safety hazards. Statuary on the walls may drop chunks of stone onto unsuspecting commuters. The floor between two levels might even collapse, if enough people were to stand in one place. It's a miracle that the glass ceiling has survived so long intact; a violent storm, or a gang of hoodlums armed with rocks, could send showers of glass down on the people in the courtyard.

Riding the Trains

Most subway trains consist of a few cars joined together, with no easy passage between individual cars while they're in movement. Inside, they hold seats in rows much like buses, though they're more likely to be made of hard plastic than padded. Depending on how well-maintained the subway system is, any number of the seats may be too damaged or too filthy to sit on.

A loudspeaker in each car plays a standard recording that announces stops as the train pulls into each station. The train operator can also use the speakers to warn passengers of delays, ask people to step away from the doors, and so forth. These intercoms are notorious for fuzzy, unintelligible speech, especially over the noise of a moving train. In campaigns that include supernatural phenomena, the static can easily turn ordinary messages into bizarre phrases and cryptic messages.

Most transit systems prohibit passengers from eating or drinking on the trains, bringing on bicycles or pets, and playing loud music. The less security there is on the line, the more likely passengers are to break these rules. Homeless people may stay on a train for several loops, taking advantage of the protection from the weather and a chance to panhandle from other passengers. Even in the most mundane setting, it's not uncommon for a rider to find himself pressed up against someone who smells strange and mumbles constantly.

Variants

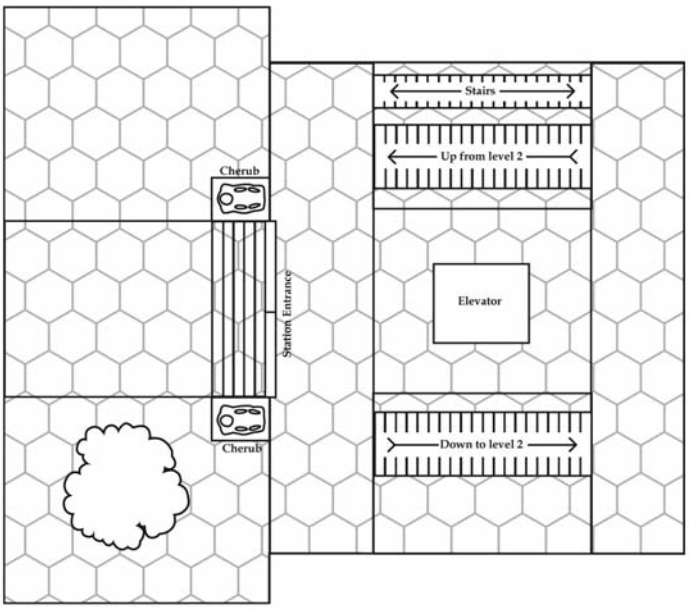
Samuel Luke Station can be inserted into the subways of most cities. Some modifications may be necessary, depending upon the exact system. For example, many systems do not use ticket booths or turnstiles, relying on machines to dispense the tickets and random checks on the trains to make certain that people have paid. In that case, replace the turnstiles and booth with automatic ticket machines placed against the walls of the courtyard on Level Two.

The default station also assumes that there is only one line at that stop. If the GM wants it to be a junction between two or more lines, add extra levels below Level Three. This would add more traffic; people with no reason to visit the neighborhood above would still pass through the station to switch from one line to another. Each additional junction adds more tunnels and stairs for movement between lines, and more confusion for anyone unfamiliar with the station trying to catch the right train. The architectural imagery of Level Three would be reiterated in the lower parts of the station. One possibility is for the statues, or at least the vandalism, to become more extreme, and the station to get stranger, the lower one goes.

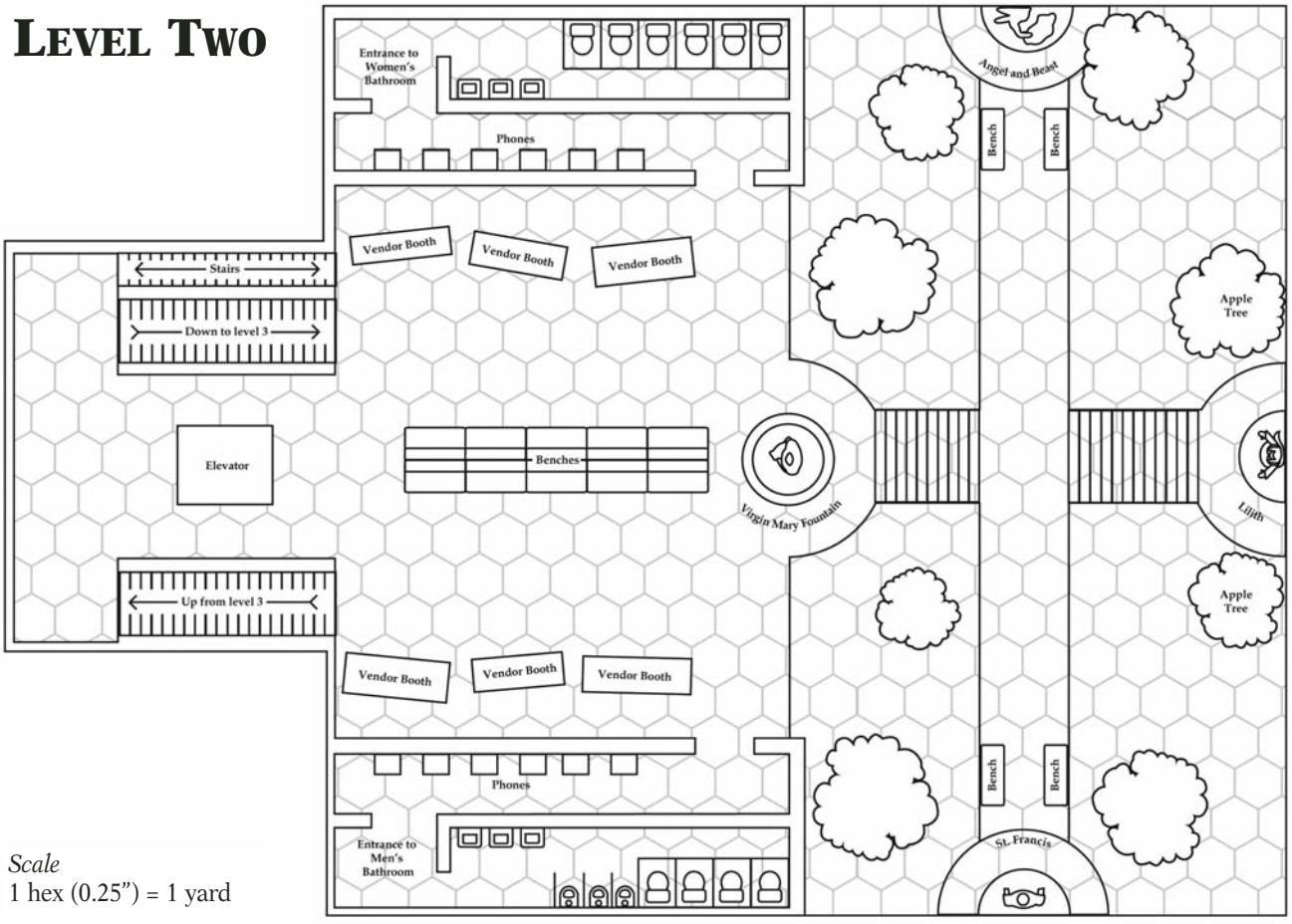
Many subterranean subway stations are directly connected to other buildings, such as shopping malls, bus depots, or airports. If there is another building connected to Samuel Luke Station, it may be a decayed, abandoned wreck. It could also be normal and intact, in contrast with the bizarre appearance of the stop. A bustling, brightly decorated mall directly above the station would suggest that something very strange is going on to keep the area down below in such poor condition.

Samuel Luke Station

Level One



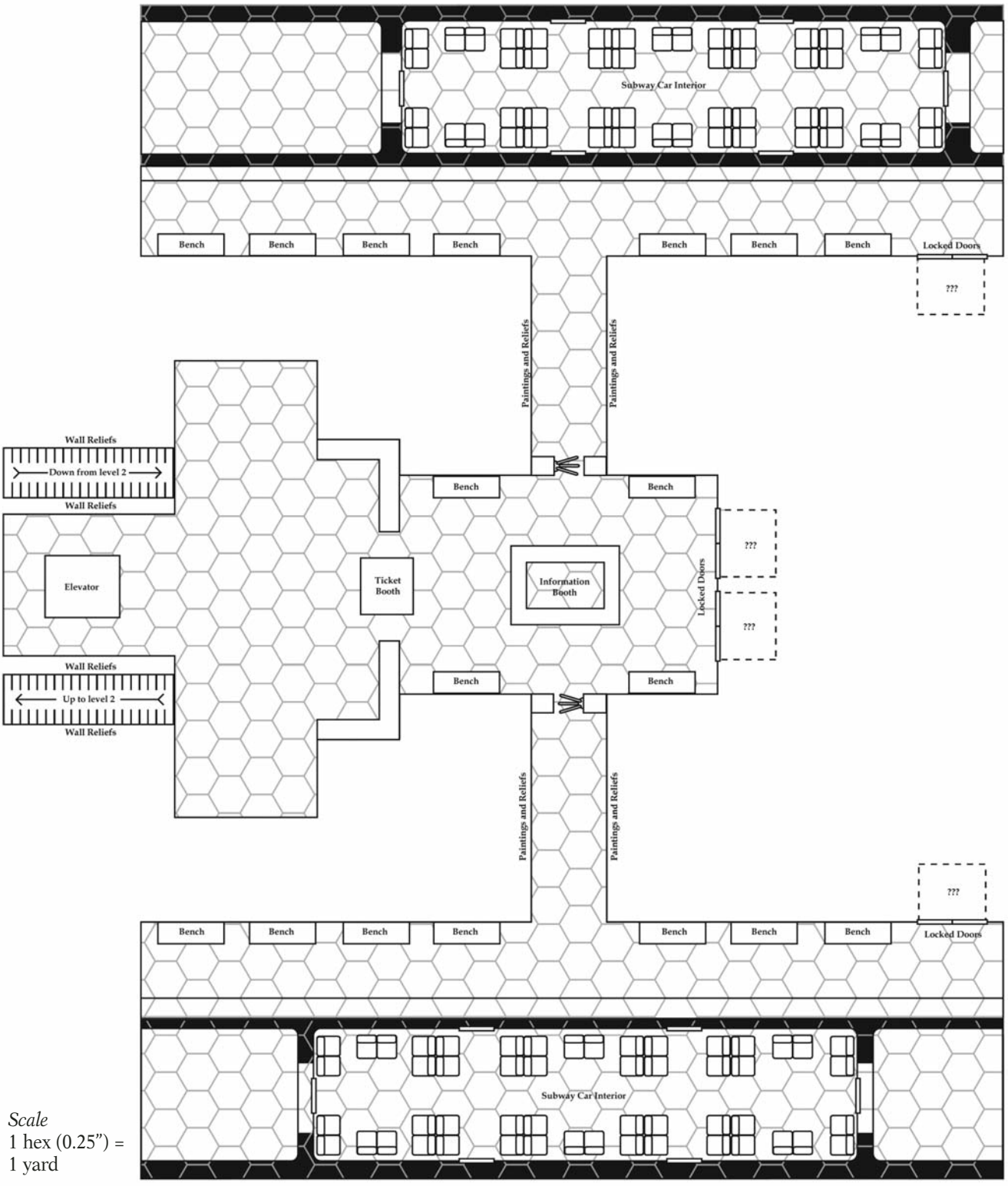
Level Two



Scale
1 hex (0.25") = 1 yard

Samuel Luke Station

Level Three



Scale
1 hex (0.25") =
1 yard

Chapter Two

Passengers on the Subway

"Most people don't understand," Vassago says. His smug grin is starting to get on Jennifer's nerves, and she can't keep her eyes off his forked tongue whenever he licks his lips. She's sure he does that deliberately, to draw attention. "Only through proper initiation into the mysteries of the occult may one even begin to comprehend a place such as this."

Jennifer's smile grows more strained. "You keep mentioning this initiation, but you haven't explained what it involves. Could you go into some more detail?" She lifts her voice recorder. "For my research on the station."

"I couldn't possibly do it justice in mere words," Vassago murmurs, leaning in. "You should come to one of our rituals and witness it for yourself. Perhaps you could become an initiate and learn even more, beyond your wildest imagination, Jen. We meet on the nights of the dark moon . . ."

"Thank you so much for the interview, Master . . . Vassago. I have to get to an appointment, but I'll be sure to follow up with you if I have any more questions."

She waits until she's several yards away before crossing his name off her list, writing "nutcase" next to it. After a moment, she adds a question mark. Maybe she should ask more questions. But next time, in a public place and broad daylight.

This chapter discusses the people associated with Samuel Luke Station. It also includes new templates and skill specialties appropriate for the area.

Station Traffic

The first person to arrive at Samuel Luke Station is a custodian to unlock the doors, turn on the lights, and run a mop across the floor before the trains begin to run. Next comes the transit employee with the morning shift for selling tickets, and vendors to open their carts. By the time the morning rush begins, there's usually hot coffee brewing and the day's newspaper available on the magazine-stand counter.

The station fills with people twice a day for rush hour: once in the morning and once in the evening, as the people who work in the area arrive for jobs or leave for home. Each time a shift changes at a nearby factory, a surge of workers turns the quiet courtyard into a stampede toward packed trains. Those who move slowly risk missing connecting buses or arriving late for work. Most commuters have enough sense to buy monthly passes, but those who lose them or forget to buy one for the new month find themselves trapped in a long, slow line at the single ticket booth during rush hour. This is when the pickpockets and beggars come out, and scam artists try to convince people that they need a few bucks to buy a ticket and get home tonight. Buskers play throughout the day, trying to eke out a living from the kindness of strangers.

In the evening, a steady trickle of traffic brings out prostitutes, drug dealers, and other types who require more privacy for their deals. Vendors pack up their carts to leave several hours before the station closes, and the station often clears out completely well before the automated announcement of the final train arriving. The last one out is the night custodian, who locks the doors behind him and checks the restrooms for anyone still in the station. Those who wish to stay in the station overnight will have to avoid or bribe the custodian during his final check. They also need to figure out how they mean to leave through locked doors, unless they're prepared to wait until morning.

Fraternity pledges being hazed and youth on dares often try to spend a night in the courtyard, right up against the locked doors that lead into the depths. Few people make it through the night, often losing their nerve around midnight and catching one of the last buses out. Teenagers sometimes use the station as a make-out spot, with couples getting a thrill by necking behind ruined angelic statues. With no security presence to speak of in the station, they can get the rush of defying authority without any real risk of being caught.

Many people who live nearby or own businesses in the area are uneasy about how many crimes are committed in Samuel Luke Station. It provides a meeting place and escape route for the same people who cause trouble in the neighborhood above. Many locals have demanded that the station be renovated, or at least cleaned up, pointing out that it is the only subway station in the city that hasn't been touched since it was built. One notable figure, Amelia Hernandez (p. 15), has gone so far as to organize local business owners in efforts to force the city to do something about the station. There have been demonstrations by concerned citizens, including homeless people who feel that the presence of Samuel Luke Station makes their lives less safe.

Templates

The following character types are particularly relevant to a subway station. Some templates have traits not suitable for strictly realistic settings; such traits may require GM approval. Each section includes a sample NPC who frequents Samuel Luke Station. (These NPCs are written for a TL8 setting, but GMs should – as always – feel free to change this to suit their own campaigns.)

Cultist

9 points

You are the member of a tightly knit fringe religion. This cult could be relatively benign, or it might be determined to exploit you for money or worse. It might even grant you access to occult power, for good or ill . . .

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 9 [-10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 11 [6]; Basic Speed 4.75 [0]; Basic Move 4 [0].

Advantages: 30 points chosen from among increased Will [5/level], Ally (Fellow cultist) [Varies], Blessed [10] *or* Very Blessed [20], Channeling [10], Claim to Hospitality [1 to 10], Fearlessness [2/level], Higher Purpose [5], Illuminated [15], Less Sleep [2/level], Magery [5 + 10/level], Patron (Cult) [Varies], Patron (Cult leader) [Varies], Power Investiture [10/level], Rank (Cult) [Varies], Single-Minded [5], True Faith [15], or Unfazeable [15].

Disadvantages: -30 points chosen from among Delusions [-5, -10, or -15], Disciplines of Faith [-5, -10, or -15], Duty (Cult) [Varies], Enemy (Foes of the cult) [Varies], Fanaticism [-15], Gullibility [-10*], Intolerance [Varies], Paranoia [-10], Reputation (Cultist) [Varies], Secret [-5 to -30], Secret Identity [Varies], or Sense of Duty (Cult) [-5].

Primary Skills: Religious Ritual (Cult) and Theology (Cult), both (H) IQ [4]-10.

Secondary Skills: *Two* of Gesture (E) IQ+1 [2]-11; Acting, Fast-Talk, Hidden Lore (any), Interrogation, Occultism, or Public Speaking, all (A) IQ [2]-10; Brainwashing/TL8, Cryptography/TL8, Hypnotism, or Ritual Magic (any), all (H) IQ-1 [2]-9; Intimidation (A) Will [2]-10; Observation (A) Per [2]-10; or Detect Lies (H) Per-1 [2]-9.

Background Skills: *One* of Brawling, Garrote, Guns/TL8 (Pistol or Shotgun), or Knife, all (E) DX [1]-10; Driving/TL8 (any) or Staff, both (A) DX-1 [1]-9; or Area Knowledge (any) or Computer Operation/TL8, both (E) IQ [1]-10.

* Multiplied for self-control number; see p. B120.

Timothy "Tim" Hudson

42 points

Few people would suspect that Timothy Hudson, shoe salesman and tropical fish fancier, is also a prominent member of the "Children of Lilith." This cult worships Lilith, the queen of the night from Jewish apocrypha. The Lilin claim that she is the mother goddess who gave birth to Yahweh (the Judeo-Christian god), who then betrayed her, stripped her of her power, and cast her out of Heaven.

The cult uses the statue of Lilith in Samuel Luke's garden (p. 5) as a shrine. They enter the garden at midnight to give offerings to the statue and beg Lilith to speak to them and tell them what to do. When conducting their rituals, the Lilin wear long, black, hooded robes, as well as masks carved to look like the faces of owls (they believe the owl is sacred to Lilith).

Tim is a gullible man who wholeheartedly supports the cult. However, he isn't willing to let any outsiders know that he spends many of his nights engaged in strange activities. He thinks of himself as a good and law-abiding man, and if the cult decides that Lilith wishes for them to engage in illegal behavior, Tim would have second thoughts about complying.

Tim is 35 years old. He stands 5'6" and weighs 160 lbs. He is a nondescript African American with short black hair and brown eyes. He generally wears a black suit and tie, but he puts on his ceremonial robes when taking part in cult rituals.

New Skill Specialties

These new skill specialties are relevant to the exploration of Samuel Luke Station.

Hidden Lore (Metro)

see p. B199

This specialty represents knowledge of the mundane and paranormal secrets of metro (subway) systems. This includes, but is not limited to, anything from Chapters 3 and 4 that the GM decides is real in his campaign.

Other Hidden Lore specialties may be required for complete understanding of the forces encountered. For example, Hidden Lore (Metro) could reveal that the ghost of a deceased subway conductor haunts a particular station, but Hidden Lore (Spirit Lore) would be necessary to know the extent of the wraith's powers and its position in the spiritual hierarchy. This skill is useless in a world where metro systems have no relevant secrets.

Hobby Skill (Metro)

see p. B200

This specialty represents a study of metro systems, their trains and stations, and the urban legends that have accumulated around them. It can substitute for Electrician, Geography, History, or Mechanic to answer questions about things metro-related.

Hobby Skill (Metro) does *not* include the ability to drive a metro train. For that, use Driving/TL8 (Locomotive). Furthermore, though it includes rumors connected with metro stations, most of these will likely be false. If an investigator is to be knowledgeable about the various secrets of Samuel Luke Station or other subway stations, he must learn Hidden Lore (Metro).

ST 10 [0]; **DX** 11 [20]; **IQ** 10 [0]; **HT** 9 [-10].
Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [10]; Per 10 [0]; FP 11 [6].
Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.
5'6"; 160 lbs.

Social Background

TL: 8 [0].
CF: Western [0].
Languages: English (Native) [0].

Advantages

Fearlessness 3 [6]; Less Sleep 2 [4]; Patron (Lilin, 9 or less) [10]; Rank 1 (Lilin) [5]; Single-Minded [5].

Disadvantages

Duty (Children of Lilith; 9 or less) [-5]; Gullibility (12) [-10]; Honest (12) [-10]; Paranoia [-10]; Secret (Member of Children of Lilith) [-5].

Quirks: Hums to himself when nervous; Nervous stomach. [-2]

Skills

Area Knowledge (Neighborhood Around Samuel Luke) (E) IQ+1 [2]-11; Driving/TL8 (Automobile) (A) DX-1 [1]-10; Hobby Skill (Tropical Fish) (E) IQ+1 [2]-11; Knife (E) DX [1]-11; Merchant (A) IQ+1 [4]-11; Observation (A) Per [2]-10; Occultism (A) IQ+1 [4]-11; Religious Ritual (Lilin) (H) IQ [4]-10; Stealth (A) DX+1 [4]-12; Theology (Lilin) (H) IQ [4]-10.

Metrophile

27 points

You are fascinated by metro systems. You visit different stations, often studying each one heavily. You frequently collect maps, tickets, and other items relating to metros. You communicate with other metrophiles. You may even publish your information on web sites or in journals.

Attributes: ST 9 [-10]; DX 10 [0]; IQ 11 [20]; HT 10 [0].
Secondary Characteristics: Damage 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 11 [0]; Per 13 [10]; FP 10 [0]; Basic Speed 5 [0]; Basic Move 5 [0].
Advantages: 15 points chosen from among Acute Sense [2/level], Contact Group (Metrophile community) [Varies], Eidetic Memory [5] *or* Photographic Memory [10], Languages (any) [1-6 per language], Language Talent [10], Less Sleep [2/level], Lightning Calculator [2] *or* Intuitive Mathematician [5], Reputation (Knowledgeable; Among metrophiles) [Varies], or Single-Minded [5 points]
Disadvantages: -15 points chosen from among Careful [-1], Curious [-5*], Dreamer [-1], Gullibility [-10*], Imaginative [-1], Impulsiveness [-10*], Insomniac [-10 or -15], Light Sleeper [-5], Loner [-5*], Obsession [-5 or -10*], Shyness [-5 or -10], or Wealth (Struggling) [-10].
Primary Skills: Hobby Skill (Metro) (E) IQ+1 [2]-12.
Secondary Skills: *Two* of Driving/TL8 (Locomotive) (A) DX [2]-10; Computer Operation/TL8 or Current Affairs/TL8 (any), both (E) IQ+1 [2]-12; Cartography/TL, Hidden Lore (Metro), Research/TL8, or Writing, all (A) IQ [2]-11; or Observation or Urban Survival, both (A) Per [2]-13.
Background Skills: *One* of Driving/TL8 (any) (A) DX-1 [1]-9; Area Knowledge (any) or Games (any), both (E) IQ [1]-11; Computer Programming/TL8 or History (any), both (H) IQ-2 [1]-9; or Hiking (A) HT-1 [1]-9.

* Multiplied for self-control number; see p. B120.

Richard Chan

50 points

Richard Chan is a consummate metrophile who spends much of his free time researching his city's subway system. When not working as a bank teller, he can usually be found at home going over articles, maps, and pictures of the metro lines, or exploring the areas himself. He is particularly interested in Samuel Luke Station. His web site about the station is popular among metrophiles from other cities, and a few have even traveled across the country (or farther) to see the station in person after reading his photo essays about it.

Chan is convinced that the layout of the city's metro lines and stations is meaningful, and that Samuel Luke Station is the center of the mystery. He has compiled books of information on the timetables, the routes, and the station positions of the system. With every new data point, he's more convinced that there's some sinister purpose behind the metro system. Chan hopes that by putting as much information online as he can, someone else will spot the same patterns he has and figure out what's really going on. One of his more frequent collaborators is Jordan Spenser (p. 14), and they have been known to combine their efforts from time to time.

Richard is 32 years old and an immigrant from Hong Kong. He stands 5'4" tall and weighs 120 lbs. He has bright eyes and gets a twitch in his right arm when stressed. He wears a sensible suit at his job, but he favors old jeans and a T-shirt when visiting stations.

Some metrophiles are convinced that the layout of a city's metro lines and stations is meaningful.

ST 9 [-10]; **DX** 10 [0]; **IQ** 11 [20]; **HT** 10 [0].
Damage 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 11 [0]; Per 13 [10]; FP 10 [0].
Basic Speed 5 [0]; Basic Move 5 [0]; Dodge 8.
5'4"; 120lbs.

Social Background

TL: 8 [0].
CF: Eastern [0].
Languages: Standard Cantonese (Native) [0]; English (Native) [6].

Advantages

Acute Vision 1 [2]; Photographic Memory [10]; Single-Minded [5].

Disadvantages

Light Sleeper [-5]; Loner (12) [-5]; Obsession (Learn the secret of Samuel Luke Station; 12 or less) [-5].

Quirks: Nervous twitch. [-1]

Skills

Area Knowledge (Neighborhood Around Samuel Luke) (E) IQ [1]-11; Computer Operation/TL8 (E) IQ+1 [2]-12; Driving/TL8 (Automobile) (A) DX-1 [1]-9; Hobby Skill (Metro) (E) IQ+1 [2]-12; Observation (A) Per [2]-13; Photography/TL8 (A) IQ [2]-11; Professional Skill (Banker) (A) IQ+1 [4]-12; Research/TL8 (A) IQ+1 [4]-12; Urban Survival (A) Per +1 [4]-14; Writing (A) IQ-1 [1]-10.

Pickpocket

69 points

You are a pickpocket, a thief who separates a mark from his valuables with quick hands rather than mugging or burglary. You're good at being unnoticed and are usually far away before your target realizes he has been robbed.

Attributes: ST 10 [0]; DX 12 [40]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 13 [15]; FP 12 [5]; Basic Speed 6.00 [5]; Basic Move 6 [0].

Advantages: 15 points chosen from among Per +1 to +3 [5/level], Acute Vision [2/level], Contacts (Fences or fellow pickpockets) [Varies], Danger Sense [15], High Manual Dexterity [5/level], Luck [15], Night Vision [1/level], Rapid Healing [5], or Smooth Operator 1 [15].

Disadvantages: -30 points chosen from among ST -1 [-10], Addiction [Varies], Alcoholism [-15], Compulsive Gambling [-5, -10, or -15*], Compulsive Lying [-5, -10, or -15*], Dependents [Varies], Enemy [Varies], Greed [-15*], Kleptomania [-15*], Secret [-5 to -30], Social Stigma (Criminal Record) [-5], or Wealth (Struggling) [-10].

Primary Skills: Pickpocket (H) DX [4]-12.

Secondary Skills: *Two* of Filch or Stealth, both (A) DX [2]-12; Sleight of Hand (H) DX-1 [2]-11; Disguise/TL8, Fast-Talk, Shadowing, or Streetwise, all (A) IQ [2]-10; Observation (A) Per [2]-13; or Detect Lies (H) Per-1 [2]-12.

Background Skills: *One* of Brawling, Guns/TL8 (Pistol), Knife, or Thrown Weapon (any), all (E) DX [1]-12; Climbing or Driving/TL8 (any), both (A) DX-1 [1]-11; Area Knowledge (any), Computer Operation/TL8, or Current Affairs/TL8 (any), all (E) IQ [1]-10; Carousing (E) HT [1]-11; Running or Sex Appeal, both (A) HT-1 [1]-10; or Urban Survival (A) Per-1 [1]-12.

* Multiplied for self-control number; see p. B120.

Megan "Rose" Sinclair

50 points

Megan Sinclair – "Rose," as she prefers to be called – is a street kid, a pickpocket who lives in and around Samuel Luke Station. Rose's parents were abusive alcoholics, and she ran away from them when she was 10. She has been living on the streets ever since. Rarely one to show fear, Rose hangs out around Samuel Luke because there are no security guards there to spot her. She blends in with people getting on and off the train during rush hour, lifting their wallets and other items while they are too hemmed in by bodies to notice.

Rose has grown close to the busker Valerie Summers (p. 18). She looks up to Valerie, and is fascinated by her music and animal companions. When not engaging in larceny, the girl can usually be found lying on a bench in the garden listening to the sounds of the station.

Rose Sinclair is a five-foot-tall 14-year-old who weighs 110 lbs. She has spiky blond hair and bright blue eyes, and is almost always grubby and unwashed, usually wearing a stained, green T-shirt, leather jacket, and jeans. She has a knife hidden inside her jacket that, so far, she has not had occasion to use.

ST 8 [-20]; **DX** 12 [40]; **IQ** 10 [0]; **HT** 11 [10].
Damage 1d-3/1d-2; BL 13 lbs.; HP 8 [0]; Will 10 [0]; Per 13 [15]; FP 12 [5].
Basic Speed 6.00 [5]; Basic Move 6 [0]; Dodge 9; Parry 9 (Brawling).
5'; 110 lbs.

Social Background

TL: 8 [0].
CF: Western [0].
Languages: English (Native) [0].

Advantages

Daredevil [15]; Fearlessness 3 [6]; Pitiable [5].

Disadvantages

Impulsiveness (12) [-10]; Kleptomania (12) [-15]; Social Stigma (Criminal Record) [-5]; Social Stigma (Minor) [-5]; Wealth (Poor) [-15].

Skills

Area Knowledge (Neighborhood Around Samuel Luke) (E) IQ+1 [2]-11; Brawling (E) DX [1]-12; Fast-Talk (A) IQ [2]-10; Filch (A) DX [2]-12; Knife (E) DX [1]-12; Observation (A) Per [2]-13; Pickpocket (H) DX-1 [2]-11; Running (A) HT [2]-11; Stealth (A) DX [2]-12; Streetwise (A) IQ [2]-10; Urban Survival (A) Per-1 [1]-12.

Serial Killer

90 points

You are a predator, a multiple murderer. Your victims may be those you deem a threat to society, anyone who reminds you of childhood trauma, or just whomever catches your eye.

Attributes: ST 12 [20]; DX 12 [40]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+2; BL 29 lbs.; HP 15 [6]; Will 12 [10]; Per 11 [5]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: 30 points chosen from among Acute Senses [2/level], Ambidexterity [5], Charisma [5/level], Combat Reflexes [15], Danger Sense [15], Daredevil [15], Fearlessness [2/level], Hard to Kill [2/level], Hard to Subdue [2/level], High Pain Threshold [10], Honest Face [1], Luck [15] *or* Extraordinary Luck [30], Night Vision [1/level], Rapid Healing [5] *or* Very Rapid Healing [15], Single-Minded [5], Unfazeable [15], or Voice [10].

Disadvantages: Secret (Serial Killer) [-30]. ● -30 points chosen from among Addiction [Varies], Bad Smell [-10], Bad Temper [-10], Berserk [-10*], Bloodlust [-10*], Bully [-10*], Callous [-5], Compulsive Behavior [-5, -10, or -15*], Delusions [-5, -10, or -15], Disturbing Voice [-10], Enemy [Varies], Fanaticism [-15], Flashbacks [Varies], Intolerance [Varies], Light Sleeper [-5], Loner [-5*], Low Empathy [-20], Lunacy [-10], Manic-Depressive [-20], Megalomania [-10], Nightmares [-5*], Obsession [-5 or -10*], Odious Personal Habits [-5, -10, or -15], Overconfidence [-5*], Paranoia [-10], Phantom Voices [-5, -10, or -15], Pyromania [-5*], Sadism [-15*], Social Stigma (Criminal Record) [-5], Split Personality [-15*], or Trademark [-5, -10, or -15].

Primary Skills: Stealth (A) DX+1 [4]-13. ● *Two* of Brawling, Garrote, Guns/TL8 (any), Knife, or Thrown Weapon (Any), all (E) DX+2 [4]-14; Axe/Mace, Bow, Broadsword, or Shortsword, all (A) DX+1 [4]-13; or Blowpipe (H) DX [4]-12.

Secondary Skills: *Three* of Forced Entry (E) DX+1 [2]-13; Escape (H) DX-1 [2]-11; Acting, Disguise/TL8, Fast-Talk, Shadowing, or Traps/TL8, all (A) IQ [2]-10; Poisons/TL8 (H) IQ-1 [2]-9; Running (A) HT [2]-12; Intimidation (A) Will [2]-12; Observation or Tracking, both (A) Per [2]-11; or Detect Lies (H) Per-1 [2]-10.

Background Skills: *One* of Driving/TL8 (A) DX-1 [1]-11; Area Knowledge (any), Computer Operation/TL8, Current Affairs/TL8 (any), or Panhandling (E) IQ [1]-10; Occultism or Streetwise (A) IQ-1 [1]-9; or Survival (any) or Urban Survival (A) Per-1 [1]-10.

* Multiplied for self-control number; see p. B120.

Harold McDowell

160 points

Harold McDowell used to be an ordinary accountant, a suburban family man. That changed a few years ago on the subway to work. As the train entered Samuel Luke Station, McDowell started to hear whispers of his name in the noise of the engine.

Unnerved by the voices, he got off the train to wait for the next one, standing beneath one of the angelic effigies embedded in the wall beside the station's platform. Its arms were broken off, giving the statue a serpentine appearance, and as McDowell moved closer, he was certain that it spoke to him. No one else paid any attention to the angel; its words were for McDowell alone.

The angel said its name was Japhet and told him that the demon Rakkath is imprisoned beneath the station, contained by a binding spell. If it ever breaks free, it will destroy the city with thunder and lightning. A human agent is always necessary to maintain and replenish the spell, and McDowell had been chosen to be the latest agent.

Now, Japhet is always with him, his only remaining companion. (Harold's wife left him and took the children. He barely noticed.) Sometimes it tells him that the spell needs to be recast. When that happens, McDowell takes the last train of the night to Samuel Luke Station and lures a victim to one of the disused areas of the station. His most common victims are local prostitutes and homeless men panhandling in the station. He kills his victim with a ritual knife, eats the corpse's tongue, and then leaves the body beneath trash and rubble in one of the unfinished sections of tunnel.

So far, few of the bodies have been discovered. The station has enough of a stink that corpses aren't immediately obvious from the smell, and the rats take care of the remains within a week or so. Should one or more corpses be found, the police will most likely suspect one of the local cults of having moved on from harmless rituals to murder; the missing tongues will make Peter Norton (pp. 16-17) the main suspect.

Harold is 43 years old and has thinning brown hair, an honest face, and kindly blue eyes behind thick glasses. He stands 6'1" tall and weighs 210 lbs. but looks thinner. He prefers gray suits with black ties. He keeps a pair of rubber gloves in his pocket to put on when performing his "rites."

ST 12 [20]; **DX** 12 [40]; **IQ** 12 [40]; **HT** 12 [20].
Damage 1d-1/1d+2; BL 29 lbs.; HP 15 [6]; Will 14 [10]; Per 13 [5]; FP 12 [0].
Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 9; Parry 9 (Brawling).
6'1"; 210 lbs.

Social Background

TL: 8 [0].
CF: Western [0].
Languages: English (Native) [0].

Advantages

Danger Sense [15]; Fearlessness 3 [6]; Mathematical Ability 1 [10]; Night Vision 3 [3]; Single-Minded [5].
Perks: Honest Face. [1]

Disadvantages

Bad Sight (Nearsighted; Correctable, -60%) [-10]; Delusion (Rakkath must be contained) [-15]; Phantom Voices (Japhet; Diabolical) [-15]; Secret (Serial Killer) [-30].

Skills

Accounting (H) IQ+1 [8]-13; Acting (A) IQ [2]-12; Area Knowledge (City) (E) IQ [1]-12; Brawling (E) DX [1]-12; Computer Operation/TL8 (E) IQ [1]-12; Driving/TL8 (Automobile) (A) DX-1 [1]-11; Finance (H) IQ+1 [8]-13; Hobby Skill (Stamp Collecting) (E) IQ+1 [2]-13; Knife (E) DX+2 [4]-14; Mathematics/TL8 (Statistics) (H) IQ [4]-12; Observation (A) Per+1 [4]-14; Occultism (A) IQ-1 [1]-11; Shadowing (A) IQ+1 [4]-13; Stealth (A) DX+1 [4]-13; Thrown Weapon (Knife) (E) DX+2 [4]-14.

Variants

McDowell's stats assume that neither Japhet nor Rakkath exist. If, they do, replace Delusion and Phantom Voices with an appropriate Duty, Enemy, and Patron. If Japhet is a real entity, it has imbued McDowell with supernatural power, which could be represented by such advantages as Blessed, Illuminated, True Faith, or even Power Investiture.

Urban Explorer

65 points

You participate in "urban exploration," which means you investigate buildings and other structures that are usually off-limits or hidden from the public. Targets of urban exploration are usually divided into three categories: abandoned sites; buildings in active use; and tunnels, such as steam tunnels, sewers, and transit access corridors. You may specialize in one category, or explore all three with equal enthusiasm.

Attributes: ST 10 [0]; DX 11 [20]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 13 [10]; FP 12 [3]; Basic Speed 5.50 [0]; Basic Move 5 [0].

Advantages: 15 points chosen from among Absolute Direction [5], Acute Sense [2/level], Contact Group (Urban-explorer community) [Varies], Danger Sense [15], Eidetic Memory [5] *or* Photographic Memory [10], Fearlessness [2/level], Less Sleep [2/level], Luck [15], Night Vision [1/level], Perfect Balance [15], Reputation (Among urban explorers) [Varies], or Single-Minded [5].

Disadvantages: -30 points chosen from among Careful [-1], Curious [-5*], Imaginative [-1], Impulsiveness [-10*], Insomniac [-10 or -15], Light Sleeper [-5], Loner [-5*], Obsession [-5 or –10*], Overconfidence [-5*], Shyness [-5 or -10], or Stubbornness [-5].

Primary Skills: Urban Survival (A) Per+1 [4]-14. • *Two* of Climbing (A) DX+1 [4]-12; Area Knowledge (City) (E) IQ+2 [4]-13; Cartography/TL8, Hidden Lore (any city-related), or Navigation/TL8 (Land), all (A) IQ+1 [4]-12; Geography/TL8 (Regional) (H) IQ [4]-11; Hiking (A) HT+1 [4]-12; or Observation (A) Per+1 [4]-14.

Secondary Skills: *Two* of Forced Entry or Jumping, both (E) DX+1 [2]-12; Stealth (A) DX [2]-11; Electronics Operation/TL8 (Security), Fast-Talk, Lockpicking/TL8, Occultism, Photography/TL8, or Research/TL8, all (A) IQ [2]-11; Artist (Graffiti) (H) IQ-1 [2]-10; or Swimming (E) HT+1 [2]-12.

Background Skills: *One* of Brawling (E) DX [1]-11; Driving/TL8 (any) (A) DX-1 [1]-10; Computer Operation/TL8, Current Affairs/TL8 (any), or First Aid/TL8, all (E) IQ [1]-11; or Running (A) HT-1 [1]-10.

* Multiplied for self-control number; see p. B120.

Jordan Spenser

144 points

Jordan Spenser is one of the most active urban explorers in the city. He specializes in tunnels, and he has dedicated himself to mapping out the city's entire underground. Spenser is fascinated by Samuel Luke Station and the rumors associated with the it, particularly the idea that someone has concealed a network of tunnels underneath.

Thanks to a small inheritance, Jordan gets by with little work, permitting him to focus most of his attention on his explorations. He "marks" various places he has visited with graffiti. He particularly enjoys leaving cryptic messages, such as "The Devil Rides at the Blood Moon." He is responsible for many of the tags in Samuel Luke Station.

Jordan is a frequent commenter on Richard Chan's (pp. 11-12) blog. He knows anyone who spends much time in the station, from the pickpockets to the night custodian. He is willing to make introductions for anyone interested in the station – anyone but figures of authority and law enforcement officers, that is.

At 5'11" and 145 lbs., Jordan is a thin brown-haired man with brown eyes. Spenser, age 25, usually dresses in a long trench coat, wide-brimmed hat, gloves, work clothes, and rubber boots.

> *We must go beyond textbooks, go out into the bypaths and untrodden depths of the wilderness and travel and explore and tell the world the glories of our journey.*
>
> *– John Hope Franklin*

ST 10 [0]; **DX** 11 [20]; **IQ** 12 [40]; **HT** 12 [20].
Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 14 [10]; FP 13 [3].
Basic Speed 5.75 [0]; Basic Move 5 [0]; Dodge 8.
5'11"; 145 lbs.

Social Background

TL: 8 [0].
CF: Western [0].
Languages: English (Native) [0].

Advantages

Acute Hearing 2 [4]; Contact (Richard Chan; Hobby Skill (Metro)-12; 9 or less; Usually Reliable) [2]; Daredevil [15]; Fearlessness 3 [6]; Independent Income 5 [5]; Single-Minded [5].

Disadvantages

Curious (12) [-5]; Insomniac (Severe) [-15]; Obsession (Discovering what lies below Samuel Luke; 12 or less) [-5]; Stubbornness [-5].

Skills

Area Knowledge (The City) (E) IQ+2 [4]-14; Area Knowledge (Neighborhood Around Samuel Luke Station) (E) IQ+3 [8]-15; Artist (Graffiti) (H) IQ-1 [2]-11; Cartography/TL8 (A) IQ+1 [4]-13; Climbing (A) DX+1 [4]-12; Computer Operation/TL8 (E) IQ+1 [2]-13; Driving/TL8 (Automobile) (A) DX-1 [1]-10; First Aid/TL8 (E) IQ [1]-12; Forced Entry (E) DX+1 [2]-12; Geography/TL8 (Regional) (H) IQ [4]-12; Hiking (A) HT [2]-12; Lockpicking/TL8 (A) IQ-1 [1]-11; Navigation/TL8 (Underground) (A) IQ+1 [4]-13; Occultism (A) IQ+1 [4]-13; Research/TL8 (A) IQ+1 [4]-13; Stealth (A) DX+1 [2]-12; Urban Survival (A) Per+1 [4]-15; Writing (A) IQ-1 [1]-11.

Other Prominent NPCs

Here are some other people frequently found in or near Samuel Luke Station.

Amelia Hernandez

60 points

Amelia Hernandez owns a small restaurant near Samuel Luke Station that does brisk lunch business with workers on weekdays. Her husband Carlos died nine years ago, soon after their third child was born, and she never remarried. It has been difficult for her to bring up her three children on her own while keeping the restaurant running, but Hernandez has done her best. A strong believer in traditional values and hard work, she feels she is fighting an uphill battle against the decay of the neighborhood she once loved.

Amelia sees Samuel Luke Station as the embodiment of everything that's gone wrong with the area. She finds the art inside disturbing and too violent for a public work, but the way it's been vandalized and neglected shows how little the city cares for her neighborhood. The lack of security in the station lets troublemakers hide out from any police presence on the streets, and that unsavory element at the station makes businesses even less likely to invest in the area.

After hoodlums from the station broke into her restaurant to rifle the cash drawer twice in one month, Amelia Hernandez organized local business owners and residents from nearby residential areas to protest the station's condition. So far, her group has been met only with apathy and claims of budget shortages preventing any cleanup work. She has a particular hatred of the Serpent's Young (pp. 16-17), which she believes has somehow influenced city officials to ignore the many problems of the station.

A 40-year-old Hispanic woman with long black hair and brown eyes, Amelia favors practical business wear during the week and sturdy work clothing when assisting in community cleanup projects. Though only 5'5" and 125 lbs., she has a commanding presence, and she makes herself heard in arguments without ever raising her voice.

ST 10 [0]; **DX** 10 [0]; **IQ** 11 [20]; **HT** 10 [0].
Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [10]; Per 11 [0]; FP 10 [0].
Basic Speed 5 [0]; Basic Move 5 [0]; Dodge 8.
5'5"; 125 lbs.

Social Background

TL: 8 [0].
CF: Western [0].
Languages: Spanish (Native) [0]; English (Native) [6].

Advantages

Charisma 2 [10]; Contact Group (Local business owners; Skill-15; 15 or less; Completely Reliable) [18]; Reputation +2 (Campaigner for her community; Almost everyone; Recognized sometimes) [3].

Disadvantages

Dependents (Three children; Young; Loved Ones; 9 or less) [-20]; Honesty (12) [-10]; Sense of Duty (All children) [-10].

Quirks: Devout Catholic; Speaks with an accent when angry. [-2]

Skills

Accounting (H) IQ-1 [2]-10; Administration (A) IQ [2]-11; Area Knowledge (The City) (E) IQ [1]-11; Computer Operation/TL8 (E) IQ [1]-11; Current Affairs/TL8 (The City) (E) IQ [1]-11; Diplomacy (H) IQ-1 [2]-10; Driving/TL8 (Automobile) (A) DX [2]-10; History (The City) (H) IQ+1 [8]-12; Hobby Skill (Needlework) (E) DX [1]-10; Housekeeping (E) IQ+1 [2]-12; Law (Local City Laws) (H) IQ-2 [1]-9; Leadership (A) IQ+1 [1]-12*; Public Speaking (A) IQ+2 [2]-13*; Research/TL8 (A) IQ [2]-11; Sewing/TL8 (E) DX [1]-10; Singing (E) HT [1]-10; Teaching (A) IQ [2]-11; Theology (Catholic) (H) IQ-2 [1]-9; Writing (A) IQ [2]-11.

* Includes +2 for Charisma.

Catherine "Cathy" Madison

31 points

Of all the prostitutes who ply their trade around and in Samuel Luke Station, Cathy Madison feels the greatest connection to her beat. A practicing Catholic, she is drawn to the angelic statues of the station, taking a strange solace in their damaged state. After all, the world is filled with fallen angels, yet no matter how cracked her soul has become, Christ loves her and forgive her sins.

During the day when there's little traffic through the station, Madison spends her time among the station's statues. She often sits by the stone Virgin Mary, tossing flowers and colored stones into the well while singing hymns. Madison sometimes hears the statue speaking to her, telling her of God's love. At night, she solicits the men who have come for the strip clubs and bars in the neighborhood, or the ones heading home from a night of drinking.

The woman has spoken with Amelia Hernandez (above) often about Catholic theology (they attend the same church), but Cathy refuses to leave her work no matter how much help the other woman offers. A new profession might mean leaving the statues of the station, and Madison can't imagine life without them.

Cathy, age 38, has dark eyes, black hair streaked with electric blue, and a pretty face usually hidden under a large amount of makeup. Madison's lips, eyelids, and nails are as blue as her hair, and she usually wears a faux leather miniskirt, tight blue top, fishnet stockings, and high heels. She always wears a silver crucifix. She is 5'8" and weighs 140 lbs.

ST 10 [0]; **DX** 11 [20]; **IQ** 10 [0]; **HT** 12 [20].
Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 9 [-5]; Per 10 [0]; FP 14 [6].

Basic Speed 5.75 [0]; Basic Move 5 [0]; Dodge 8; Parry 8.
5'8"; 140 lbs.

Social Background

TL: 8 [0].
CF: Western [0].
Languages: English (Native) [0]; Latin (Broken) [2].

Advantages

Appearance (Attractive) [4]; Deep Sleeper [1]; Night Vision 3 [3]; Resistant to Disease (+3) [4].

Disadvantages

Addiction (Chain-smoker) [-5]; Charitable (12) [-15]; Phantom Voices (Annoying) [-5]; Phobia (Aichmophobia) (12) [-10]; Poor [-15].

Quirks: Delusion (Virgin Mary speaks to her through the fountain); Practicing Catholic; Chews her nails when nervous. [-3]

Skills

Acting (A) IQ [2]-10; Area Knowledge (Neighborhood Around Samuel Luke) (E) IQ+1 [2]-11; Brawling (E) DX [1]-11; Gambling (A) IQ [2]-10; Observation (A) Per+1 [4]-11; Professional Skill (Prostitute) (A) IQ+2 [8]-12; Sex Appeal (A) HT+1 [2]-13*; Singing (E) HT [1]-12; Streetwise (A) IQ [2]-10; Theology (Catholicism) (H) IQ-2 [1]-8; Urban Survival (A) Per+1 [4]-11.

* Includes +1 for Appearance (Attractive).

Variants

Though the default assumption is that Madison is delusional, this could be changed so that she is actually speaking with spirits. If the voices are real, remove Madison's Delusion and Phantom Voices, and give her Channeling [10], Medium [10], or a similar advantage to represent her connection with the spirit world. Miriam (see p. 27) is the most likely spirit for her to be in contact with, and Madison might have it as a patron.

The apparition of these faces in the crowd;
Petals on a wet, black bough.
– Ezra Pound, "In a Station of the Metro"

Mad Mort

-42 points

"Mad Mort" is one of the beggars of Samuel Luke Station. He has been there for many years, and nobody knows what he was like before he showed up at the station or even what his true name is. He often hears voices that aren't there, and will sometimes get into screaming arguments with the air. When stressed, he suffers from epileptic fits, and many people have gotten off the train only to be welcomed by Mort writhing on the ground.

A bushy gray beard hides Mort's face, making his gray eyes and beaky nose his most visible facial features. He wears three tattered overcoats along with the remnants of a suit, and usually carries a bottle of cheap liquor. About 50 years old, Mort stands 5'7" and weighs 125 lbs.

ST 10 [0]; **DX** 10 [0]; **IQ** 10 [10]; **HT** 9 [-10].
Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 9 [-5]; Per 10 [0]; FP 9 [0].

Basic Speed 4.75 [0]; Basic Move 4 [0]; Dodge 7; Parry 8 (Brawling).
5'7"; 125 lbs.

Social Background

TL: 8 [0].
CF: Western [0].
Languages: English (Native) [0].

Advantages

Alcohol Tolerance [1]; Deep Sleeper [1]; High Pain Threshold [10]; Pitiable [5]; Resistant to Metabolic Hazards (+8) [15].

Disadvantages

Alcoholism [-15]; Appearance (Ugly) [-8]; Dead Broke [-25]; Delusions (Contact with spirits) [-10]; Epilepsy [-30]; Phantom Voices (Disturbing) [-10].

Skills

Area Knowledge (Neighborhood Around Samuel Luke) (E) IQ+2 [4]-12; Brawling (E) DX+1 [2]-11; Detect Lies (H) Per [4]-10; Fast-Talk (A) IQ+1 [4]-11; Knife (E) DX [1]-10; Observation (A) Per+1 [4]-11; Panhandling (E) IQ+6 [2]-16*†; Pickpocket (H) DX-1 [2]-9; Stealth (A) DX [2]-10; Urban Survival (A) Per+1 [4]-11.

* Includes +3 for Pitiable.
† Includes +2 for Appearance (Ugly).

Variants

If Mad Mort is in contact with spirits, then he should gain Medium [10] and possibly Channeling [10], and he might lose Delusions, Epilepsy, and Phantom Voices (as the effects would be produced by spirits and not by his own illnesses).

Peter "Master Vassago" Norton

72 points

Peter Norton, or "Master Vassago" as he prefers to be known, is one of the people most frequently found loitering around Samuel Luke Station. Though he works part time in the Eye of Horus occult bookstore, Norton considers his profession to be "magus." He is one of the more visible characters in the "occult scene." (If magic exists in this world, he is better known among charlatans and the deluded than those with actual power.)

Norton has created a cabal called the Serpent's Young, which practices his personal brand of Satanism. It has claimed a tunnel offshoot of Samuel Luke Station as its "sanctum," and its members spend most of their time there performing long, complicated group rituals that turn into orgies. Norton chooses each member personally, only picking men and women he finds attractive and who will have sex with him as part of their initiation.

Each one of the Young must decide on an occult name to use with others of the cabal. Norton's is a reference to an obscure demon that Mathers' *Lesser Key of Solomon* says knows "things past and to come, and to discover all things hid or lost." He uses this to represent his self-proclaimed knowledge of the secrets of the universe.

Peter Norton is far less dangerous than he appears. Though he iclaims to be a Satanist and has "cast" various curses, he has never committed murder, theft, or any other major crime. In fact, he is quite nervous about doing anything that could get him into trouble.

Norton gets his thrills from using people. He uses his talents of deception to play with emotions and expectations, manipulating people for his own amusement. This is particularly true in the case of the impressionable youths that Vassago draws into the Serpent's Young; most leave the group within a year or two, feeling used and foolish but with no damage worse than the bad memories and maybe a few scars.

At 6'1" and 130 lbs., Norton is a tall, gaunt man of 24 years who keeps his entire body shorn to the skin. Black spiral tattoos and silver piercings cover his body and scalp. He usually wears heavy black clothing and a long black coat that resembles a cloak. He has a disquieting habit of running his homecut forked-tip tongue over his hands and arms. Because of his tongue, Norton talks with a disquieting lisp.

ST 9 [-10]; **DX** 10 [0]; **IQ** 11 [20]; **HT** 9 [-10].
Damage 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 13 [10]; Per 11 [0]; FP 9 [0].
Basic Speed 4.50 [0]; Basic Move 4 [0]; Dodge 7; Parry 8 (Brawling).
6'1"; 130 lbs.

Social Background

TL: 8 [0].
CF: Western [0].
Languages: English (Native) [0]; Hebrew (Broken) [2]; Korean (Accented) [4]; Latin (Broken) [2].

Advantages

Ally Group (The Serpent's Young; Built on 75%; 12 or less) [36]; Appearance (Attractive) [4]; Charisma 2 [10]; Contact Group (Fetish and occult subcultures of the city; Skill-12; 9 or less; Somewhat Reliable) [5]; Daredevil [15]; High Manuel Dexterity 2 [10]; Reputation +2 (Extravagant sorcerer and fetishist; Fetish and occult communities; Recognized sometimes) [2]; Smooth Operator 2 [30].

Disadvantages

Addiction (Heroin) [-40]; Bully (12) [-10]; Cowardice (12) [-10]; Delusion (Is a powerful warlock) [-10]; Disturbing Voice (Lisp) [-10]; Lecherousness (12) [-15]; Odious Personal Habit (Licks himself) [-10]; Reputation -2 (Devil-worshipper; Almost everyone; Recognized occasionally) [-3]; Skinny [-5]; Unnatural Features (Forked tongue) [-1]; Wealth (Struggling) [-10].

Quirks: Sexually promiscuous; Tries to impress prospective lovers by discussing his "sorcerous powers." [-2]

Skills

Acting (A) IQ+2 [2]-13*; Area Knowledge (Neighborhood Around Samuel Luke) (E) IQ [1]-11; Artist (Graffiti) (H) IQ-1 [2]-10; Brawling (E) DX [1]-10; Carousing (E) HT+4 [4]-13*; Computer Operation/TL8 (E) IQ [1]-11; Detect Lies (H) Per [1]-11*; Diplomacy (H) IQ [4]-11; Dreaming (H) Will-1 [2]-12; Driving/TL8 (Automobile) (A) DX-1 [1]-9; Erotic Art (A) DX [2]-10; Fast-Talk (A) IQ+2 [8]-13; Fortune-Telling (Tarot) (A) IQ+4 [2]-15*†; Gambling (A) IQ [2]-11; Hobby Skill (Fetish Subculture) (E) IQ+1 [2]-12; Hypnotism (H) IQ [4]-11; Intimidation (A) Will+1 [1]-14*; Knife (E) DX [1]-10; Leadership (A) IQ+3 [1]-14*†; Literature (H) IQ-2 [1]-9; Meditation (H) Will-1 [2]-12; Merchant (A) IQ [2]-11; Occultism (A) IQ+2 [8]-13; Public Speaking (A) IQ+2 [2]-13*†‡; Ritual Magic (Satanism) (VH) IQ [4]-11; Sex Appeal (A) HT+3 [4]-12*‡§; Sleight of Hand (H) DX+2 [4]-12; Whip (A) DX+1 [4]-11; Writing (A) IQ-2 [1]-9.

* Includes +2 for Smooth Operator.
† Includes +2 for Charisma.
‡ Includes -2 Disturbing Voice.
§ Includes +1 for Appearance (Attractive).

Variants

While "Master Vassago" has points in Ritual Magic skill, this character design assumes that he is not practicing real magic and none of his rituals work. If he's a real sorcerer, he would favor the colleges of Communication and Empathy, Mind Control, and Necromancy.

Reynard Gray

167 points

Reynard Gray is a city councilor more popular among other politicians than his constituents, and an old friend of Samuel Luke. He does his best to make certain that Samuel Luke Station remains untouched, and he has been fighting any attempts to repair the art or otherwise alter it. Any inquiries into why there is so little security in the station, or why it hasn't been redecorated (or at least repaired), are likely to end at Reynard's desk. He'll smile, listen sympathetically, agree that something has to be done, and then bury any attempt to make changes to the station in endless committee meetings and red tape. Of late, however, he's become concerned that Amelia Hernandez (p. 15) isn't being dissuaded as easily as most, and he has begun considering more drastic methods of quieting her protests.

His interest in unusual pet causes and theories unnerves his subordinates, and he has developed a reputation of being slightly unhinged. Gray is fascinated by the paranormal and the bizarre, especially fringe theories about improving society by putting all power in the hands of a carefully selected oligarchy. He denies any rumors that he's been part of various secret societies with a chuckle of amusement for such silly ideas; rumors that he remains in office because of ballot-stuffing receive a much less amused response.

Reynard is a short man (only 5'4" and 140 lbs.) with red hair and a friendly, honest face. He favors a "man in black" look with a black suit and tie and mirror shades. Gray almost always carries a double-locked black briefcase, as well as a revolver in a shoulder holster. (If the city does not allow for concealed firearms, remove the revolver.) He's 45 years old.

ST 9 [-10]; **DX** 11 [20]; **IQ** 13 [60]; **HT** 11 [10].
Damage 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 15 [10]; Per 15 [10]; FP 11 [0].

Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.
5'4"; 140 lbs.

Social Background

TL: 8 [0].
CF: Western [0].
Languages: English (Native) [0]; Latin (Accented) [4]; Mandarin (Accented) [4].

Advantages

Administrative Rank 2 (City council) [10]; Honest Face [1]; Intuition [15]; Single-Minded [5]; Wealth (Comfortable) [10].

Disadvantages

Curious (12) [-5]; Obsession (Protect Samuel Luke Station; 12 or less) [-10]; Reputation -2 (Loose cannon; Other administrators of the city; All the time) [-3]; Stubbornness [-5]; Workaholic [-5].

Quirks: Believes that people would emotionally healthier if they were raised in crèches instead of families; Imaginative; Uncongenial. [-3]

Skills

Administration (A) IQ [2]-13; Architecture/TL8 (A) IQ-1 [1]-12; Area Knowledge (The City) (E) IQ+1 [2]-14; Computer Operation/TL8 (E) IQ+1 [2]-14; Current Affairs/TL8 (Regional) (E) IQ [1]-13; Detect Lies (H) Per-2 [1]-13; Diplomacy (H) IQ-1 [2]-12; Driving/TL8 (Automobile) (A) DX-1 [1]-10; Engineer/TL8 (Civil) (H) IQ-1 [2]-12; Expert Skill (Conspiracy Theory) (H) IQ-1 [2]-12; Fast-Talk (A) IQ [2]-13; Hobby Skill (Metro) (E) IQ-1 [2]-12; Games (Backgammon) (E) IQ [1]-13; Guns/TL8 (Pistol) (E) DX [1]-11; History (20th-Century Esoteric) (H) IQ-1 [2]-12; Literature (H) IQ-1 [2]-12; Observation (A) Per+1 [4]-16; Occultism (A) IQ+1 [4]-14; Photography/TL8 (A) IQ [2]-13; Politics (A) IQ-1 [1]-12; Psychology (H) IQ-1 [2]-12; Public Speaking (A) IQ [2]-13; Research/TL8 (A) IQ+1 [4]-14; Sociology (H) IQ-1 [2]-12; Writing (A) IQ [2]-13.

Variants

This stat design assumes that Reynard Gray, though a friend of Samuel Luke, is not a member of any secret organization, Illuminated or otherwise. If he is, then he should be given the Illuminated advantage along with various Hidden Lores and other relevant traits. If Samuel Luke is still alive, then Gray probably has him as an Ally.

Valerie Summers

57 points

Valerie is one of the people most often seen at Samuel Luke Station. She's a busker, using her violin, flute, and compelling voice to present songs that she has created herself. Her music has a Celtic folk feel to it, though Valerie adds a lot of mimicked animal noises to it as well (some songs consist entirely of animal sounds). The quality of her music is offset by her companions; Valerie is often accompanied by various animals she has befriended, especially rats, crows, mice, and pigeons. She allows them to perch and crawl over her body as she plays. A few people find the animals charming, but many commuters who might otherwise drop money in her hat go out of their way to avoid walking past a violin player covered in vermin and squeaking like a rat.

Valerie is an innocent soul who enjoys spending time with other people as well as with her animals. She is a "big sister" to her friend Rose Sinclair (p. 12), though Valerie is concerned about the girl's larcenous streak.

Valerie is 22 years old. She keeps her long golden brown hair in dreadlocks. Summers wears dirty clothing accompanied by a long blue jacket and a pair of worn sneakers. She weighs 110 lbs. and stands 5'3". She wears a black top hat when it's not set in front of her to collect coins.

ST 9 [-10]; **DX** 12 [40]; **IQ** 11 [20]; **HT** 10 [0].
Damage 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0].
Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8; Parry 9 (Brawling).
5'3"; 110 lbs.

Social Background

TL: 8 [0].
CF: Western [0].
Languages: English (Native) [0]; Gaelic (Accented) [4].

Advantages

Ambidexterity [5]; Animal Empathy [5]; Honest Face [1]; Musical Ability 2 [10]; Voice [10].

Disadvantages

Gullibility (12) [-10]; Odious Personal Habit (Frequently covered in vermin) [-10]; Pacifism (cannot kill) [-15]; Poor [-15]; Sense of Duty (Small animals) [-10].

Quirks: Dreamer; Humble [-2].

Skills

Animal Handling (Rodents) (A) IQ+1 [4]-12; Animal Handling (Small Birds) (A) IQ+1 [4]-12; Area Knowledge (Neighborhood Around Samuel Luke) (E) IQ [1]-11; Brawling (E) DX [1]-12; Dancing (A) DX-1 [1]-11; Mimicry (Animal Sounds) (H) IQ+1 [2]-12†; Mimicry (Bird Calls) (H) IQ+1 [2]-12†; Musical Composition (H) IQ+1 [2]-12*; Musical Instrument (Flute) (H) IQ+2 [4]-13*; Musical Instrument (Violin) (H) IQ+2 [4]-13*; Observation (A) Per [2]-11; Poetry (A) IQ [2]-11; Singing (E) HT+4 [1]-14*†; Urban Survival (A) Per+1 [4]-12.

* Includes +2 for Musical Ability.
† Includes +2 for Voice.

Variants

To add a supernatural quality to Valerie's music, give her the Enthrallment and Musical Influence skills.

Chapter Three

The Mysteries of the Tracks

Jennifer crouches in the weeds behind the statue of Lilith, taking pictures of the statue's base. There must be something about the sculpture that keeps it pristine when all of the other art in the station has been vandalized. If no one has respected any of the other statues, why leave this one untouched?

In the abstract patterns engraved on the base, she can nearly make out pictures. Where two whorls cross, the intersection looks like an eye of Horus. Jennifer leans in to trace the lines with one finger, forgetting to take more pictures. The eye looks toward what must be a symbol of the sun, and the sun's rays bend to a figure with raised hands. Now that she's paying attention, she can see that it's not abstract, and it's not merely decorative: It's some sort of message.

"Hey! You!" The man in a custodian's uniform comes wading through the bushes toward her. "What are you doing back here?"

"There was no sign," Jennifer stammers and pulls herself up. "It's not as if there are any flowers to trample."

"Sign right there," says the custodian, jerking a thumb toward the statue of Francis. A dingy white sign, staked into the dirt, declares, "Stay Off The Grass."

He watches Jennifer pointedly until she's left the station. Then the custodian pulls a cell phone out of his overalls and punches in a number. "Mr. Gray? We may have a problem."

This chapter looks at the stranger options for Samuel Luke Station in particular and subways in general. Here are new spells, spirits, and creatures, as well as a discussion of the symbolism and occult elements that can be incorporated into the station.

Catacombs Beneath the City

Many cities are rumored to contain a complex series of secret tunnels underneath the streets. A colorful example of this is the legend that a Satanic cult operating in Victoria, British Columbia, carved out a series of passageways underneath the city in the shape of a pentagram. The catacombs were supposedly used to conduct dark rituals, and they could be reached through the city's storm drains. Other "tunnel legends" range from bootlegging corridors from Prohibition days to entire communities living beneath the city.

The tunnels near the station can be expanded into winding mazes or catacombs as appropriate for the setting. The important passages would be camouflaged (p. B183) or might even be hidden behind mechanical or magical secret doors. (See *Underground Headquarters,* p. 29.)

Such catacombs have a lot of potential in a roleplaying game, and a logical place for them to connect with the surface is through subway tunnels. These avenues may be used by the Illuminati (as discussed in *Illuminated Architecture,* p. 29), dark cults, spirits, or societies of intelligent nonhumans.

Mythology and literature is filled with individuals, societies, and whole species that live underneath the earth, from dragons and giant earthworms digging enormous tunnels to dwarves and goblins mining in the depths. Modern urban legends mention underground people, too, such as the Tero and Dero documented by Richard Shaver in the 1930s. Even if the creatures do not naturally live beneath the earth, they could have been driven underground by those who live or lived above. And of course there's always the story of what happens to pet alligators flushed into the sewers . . .

If there are subterranean creatures or people, the development of subways would certainly affect their lives. Either the subway systems are an encroaching threat or a tool to be exploited. If the creatures can move unmolested through the stations (for example, by passing as normal humans, turning invisible, or changing their appearance), then they could use the subway to travel, to meet, or to hunt for victims.

Troglodytes

25 points

Troglodytes resemble short, squat humans. They are usually around three to four feet tall, though often weighing more than 200 pounds. Their features are rough and coarse, and they are either totally hairless or covered completely in rough, dark hair (reports vary). Trogs have an "earthy" smell to them, and their voices are harsh and gravelly. They are usually naked or dressed in rough tatters of clothing.

These are not the dwarves of medieval fantasy, but those of urban legends and modern myth. They are the Morlocks, the Dero, the Mole Men – strange creatures that make their tunnels within the bowels of the earth and fear the sun. Some say that they are related to humans but on a slightly different evolutionary track. Others claim that they were humans who were driven underground and subsequently . . . changed.

The troglodytes spend most of their time far below the surface of the earth, tunneling, mining, and building. They are master craftsmen and possess devices far beyond those of the world above. Depending upon the setting, this may mean that the trogs' culture includes powerful wizards (possibly as leaders or allies) and have access to many enchanted items, or that trog society is at a higher TL than the surface.

Troglodyte cities consist of enormous tangles of tunnels and rooms carved out of the earth. The endless passages and bizarrely shaped spaces suit the trog sense of aesthetics. Carefully hidden doors connect to the surface world to the cities, but as the humans dig deeper, the separation between the two worlds becomes thinner. The disused tunnels beneath Samuel Luke Station may have been abandoned and locked not because the plans for the metro system changed, but because they broke through to something humans didn't want to deal with.

Attribute Modifiers: ST+2 [20]; HT+2 [20].
Secondary Characteristic Modifiers: SM-1; Will+1 [5]; FP+4 [12].
Advantages: Artificer 3 [30]; Dark Vision [25]; Damage Resistance 2 (Tough Skin, -40%) [6].
Disadvantages: Disturbing Voice [-10]; Greed [-15]; Secret (Existence of the troglodytes) [-30]; Ugly [-8]; Weakness (Sunlight; 1d/5 minutes) [-30].

Chthonic Demon

402 points

The chthonic demon is a monster that stalks the subterranean world, dragging victims into its tunnels to be devoured. It is knowledgeable about the workings of the underground, but it rarely shares its information. Most people who encounter one of these monsters die before they learn that it's intelligent, but those who come across a sated demon may be given arcane knowledge. Someone who has been so lucky as to escape with his life ought to wonder why the demon would give out useful information, and what the monster may expect to get out of the conversation.

There may be only one chthonic demon beneath Samuel Luke Station, or an entire pack of the monsters may dwell here. If there are several, they prey on the troglodytes (pp. 21-22) who stray too far from the underground city.

Chthonic Disciples

The Chthonic Disciples are a group of people who have spoken with chthonic demons. They now seek out more knowledge of the underground mysteries. They wander deep tunnels and forgotten caverns, gaining control over the wealth and secrets found in the darkness.

The Disciples are an ancient and austere organization. They associate themselves with Gaia the Earth Mother, Hades the king of the dead, and his queen Persephone. They also have ties to the "chthonic" (or underworld) deities of other cultures, including Hela of the Norse, Osiris of the ancient Egyptians, and Yama of the Hindus. These gods are not venerated because of their powers over death but because of their mastery of the underworld, both literal and figurative.

Chthonic Disciples believe themselves to be masters of the earth and its secrets. They desire control over precious minerals, oil, and other things found deep underground. Those of the disciples sane enough to maintain important "surface" identities use their knowledge to acquire fortunes through mining and oil exploration; the less sane ones lurk in the geology departments of universities.

This cabal does not recruit new members; those who survive encounters with a chthonic demon are given knowledge of where to find other disciples from the demon itself.

A chthonic demon is around seven feet tall, weighing about 500 lbs. It has a vaguely humanoid shape, but its skin is pale gray and it is hairless, with bulbous eyes and no nose. It possesses a large mouth full of jagged teeth and long muscular arms that end in massive claws.

Attribute Modifiers: ST+5 [50]; HT+4 [40].
Secondary Characteristic Modifiers: Per+2 [10].
Advantages: Acute Smell and Taste 3 [6]; Claws (Talons) [8]; Dark Vision [25]; Immunity to Mind-Affecting Magic [30]; Magery 0 [5]; Spirit [261]; Teeth (Sharp) [1]; Tunneling (Move 2) [40].
Disadvantages: Appearance (Monstrous) [-20]; Berserk (12) [-10]; Bloodlust (12) [-10]; Bully (12) [-10]; Callous [-5]; Cannot Harm Innocents (Prevents direct harm of truly good or holy folks only, -50%) [-5]; Dread (Holy symbols) [-10]; Selfish (12) [-5]; Social Stigma (Monster) [-15].
Features: Affected by Astral Block, Pentagram, Repel Spirit, Turn Spirit, and True Faith.
Racial Skills: Stealth (A) DX [2]-10; Fast-Talk (E) IQ+2 [4]-12; Hidden Lore (Demon Lore) and Hidden Lore (Metro), both (A) IQ-1 [1]-9; Navigation (Underground) and Prospecting, both (A) IQ [2]-10; Intimidation (E) Will+2 [4]-12.

Symbolism of the Tunnels

The underworld has always been a place of knowledge, wisdom, and occult power. Heroes and gods such as the Greek Orpheus, the Sumerian Inanna, the Norse Odin, and Dante in his *Divine Comedy* have all descended into the depths to confront the forces of life and death. In countless mythologies, the spirits of the newly dead travel to caverns underneath the earth, to both a literal and metaphorical "underworld." Many gods of death, such as Pluto, also have dominion over gems, metals, and the other bounties of the earth.

Those who ride the subway are traveling through the underworld, shooting through regions that in centuries past were reserved for the dead and stranger beings. Where once dwarves forged their weapons and shades wandered misty caverns, now office workers commute with no thought to their surroundings. The supernatural thrives on metaphor, and in a campaign that is supernatural or otherwise metaphysical, one should consider the imagery of the subway system.

The Station as a Ritual

It is rumored that Samuel Luke Station was created as part of a magic ritual, that its statues, paintings, and very structure are the physical basis of some complicated rite. If the GM decides that this is true, then he must determine exactly what kind of spell it is, and how the location supports the ritual.

The entrance to Samuel Luke Station is flanked by a pair of stone cherubim. In Jewish and Christian lore, these are usually guardians, particularly of knowledge. According to the Bible, God placed them in front of the Garden of Eden to stop Adam and Eve from returning.

Samuel Luke's stone cherubim may also be guardians, or at least represent the nature of the spell. What then are they guarding? The station could be a binding, used to entrap a demon or other malignant entity. It could contain a portal to another plane of existence, or there could be some occult artifact or knowledge hidden within the rooms and tunnels. The location itself could even be a source of supernatural power. The statues within the area could be guardians as well, or they could be that which the cherubim are to guard against.

Alternatively, the spell is not a ward against some horrible being, but an invocation of it and a means to draw sustenance to it. The cherubim would then be there to stop energy from escaping the station and unwanted elements from entering. The vandalism might mark the spell's progress: Once the artwork is completely ruined, the ritual will be complete and the spell will activate. (Why, then, is the statue of Lilith not affected? Perhaps it is the thing that all the energy is being directed to, functioning as a battery, or as a effigy that the force will be summoned into.)

The ritual might also make use of the station's residents and whoever is passing through it, either drawing something from them or giving something to them. Someone (perhaps Luke) might be feeding off the collected life energies of the various commuters, or they might be becoming slowly corrupted, their minds shaped by the ambient spell energies.

Mural Wisps

Samuel Luke filled the murals of the station with arcane symbolism, from the patterns hidden in the swirls of clouds to the hand gestures of the human figures. Mystical meaning infuses each painting in several overlapping layers, giving art students endless inspiration for writing papers interpreting the artist's intent. What a few rail shamans realize is that there's more than fodder for art critics in those pictures: Magical power has been locked inside, waiting to be released by those who know the keys. The shamans believe Luke blended shreds of power into the materials he worked with, forcing together his will and mad genius to create individual spirits molded on the scenes within the paintings; amoral spirits sleep within each layer of paint and meaning, waiting for a chance to slip into the world.

Waking a wisp requires changing the symbolism of the painting that binds it. Rail shamans accomplish this by removing critical details of the painting (such as the eyes of a figure or the fingers on a hand) and then replacing them with new symbols of their own. (Shamans rely on Hidden Lore (Metro) to decide which symbol is the best one to use, and on Symbol Drawing to accurately draw it on the image in the correct place to create the desired effect.) What looks like a gang marking or one of the hobo signs dating back to the Great Depression to passersby might be a powerful rune that tells a wisp to awake, leave its bindings, and seek out a specific person. It's even possible that an uninitiated vandal might trigger one of the spirits by an unfortunate choice of graffiti. Locked wisps can be spotted by reading the symbols correctly, or watching very carefully for portions of the murals that seem to shift or flicker when viewed indirectly.

These mural wisps are not full-fledged genii loci like Miriam; they are neither self-aware nor so powerful. They wake slowly after the symbols have been changed, taking anywhere from a few hours to several days to pull themselves free of the painting. Once released, they slip free of the images and exist only long enough to work their effects before dissipating. If the subway station has been built along ley lines (p. 22), they may swim down these rivers of mana to wreak havoc at other stations in the city. Otherwise, they never range further than Samuel Luke Station. One or more wisps could be drawn out of the same image. Previous symbols may affect the new wisp.

Released wisps manifest as motion seen out of the corner of the eye, or as brief chills when stepped through. They float almost aimlessly about the station, waiting to touch on someone who fulfills the conditions they've been given. For example, the hobo sign for "a man with a gun" sends the released wisp to the first person it touches touch that fulfills those conditions. A written name, meanwhile would direct the wisp toward anyone with that name. Once a wisp has found a target, it hones in to immediately fulfill its purpose.

A shaman unlocking one of the spirits can try to affect that purpose with the symbols he uses, but its affect on the target must always be connected to the portion of the painting the wisp came from. Because most of the paintings in Samuel Luke Station are composed of disturbing, violent imagery, there are few benign purposes available. For instance, a wisp drawn from the image of a screaming angel buried alive might make its victim sprout feathers from his back; become covered in a muddy slime that only he can feel or see; or choke for air while standing alone on the platform. The symptoms fade without a trace as soon as the victim – or his corpse – leaves the station.

Whatever the exact ritual, a few things are certain. It is big, it is subtle, and it is potent. A campaign could be spent unraveling and stopping the magic of Samuel Luke Station – or strengthening and protecting its supernatural power.

Mana and the Metro System

Besides any special significance of Samuel Luke Station, metro systems and subways may contain or shape occult power. Many legends and theories associate tunnels with magical energy (or "mana" under the default ***GURPS*** magic system). If the lines and stations of a metro affect mana, then those involved in the occult will exploit them. If the place has a higher mana, then wizards will perform their magic in stations or adjoining subterranean tunnels. Conversely, if it has a lower mana, it can be used as temporary refuge for those who are being targeted by magic. If the mana is aspected, then it is likely to be relied on by those who wish to cast the favored magic. For example, if the station is aspected to Elemental Earth, it would be used by people wishing to cast earth magic or to escape the effects of air magic.

Ley Lines

The concept of ley lines was invented in 1921 by Alfred Watkins to explain why megaliths, mounds, and other ancient sites in England lay along straight lines. He believed that the sites were markers for "prehistoric roads," especially trade routes, and named them "ley lines" because the names of many of the places on his maps ended in "ley." Watkins' findings were published in *Early British Trackways* (1922) and *The Old Straight Track* (1925).

The occultist Dion Fortune adapted this theory, changing it so that the straight lines were lines of power attuned to the Earth's energy currents (places where ley lines cross are thought to be particularly potent). This interpretation was picked up by the New Age movement and became very popular in the 1960s and 1970s. Dowsers claim to be able to detect leys, and many people believe that paranormal phenomena such as UFOs, ghosts, and psionics are more prominent along ley lines. Some people even suggest that aliens use ley energy to power their flying saucers. A persistent theory is that ley lines are weak points in the fabric of space-time, allowing visions of (or even travel to) remote eras and places; paranormal visitors would actually be visitors from the past, future, or other planes.

A metro system is a series of lines that connect prominent areas of the city, with junction stations as focus points. Is it possible that the rails are built over the leys, either to utilize the ley energy, or to use iron, steel, and engines to smother the powers of another era? Or perhaps the metro routes create ley lines, with the tracks, trains, and passengers actually cultivating magic energy.

If metro lines are connected to ley lines in some way, either as normal leys or "anti-leys," then they would influence the local mana level. Depending upon how the GM wants to interpret the effect of the metro system, it could result in areas of higher or lower mana. Junction stations would be the strongest magical or anti-magical force, line stations the next strongest, then tracks, then areas around stations, and finally the areas above or below the tracks.

See also ***GURPS Fantasy,*** p. 45, and ***GURPS Thaumatology,*** pp. 12 and 53, for game-system discussions of ley lines.

Aspected Mana

Another method to define the mana of a subway system is aspected mana (see ***GURPS Fantasy,*** pp. 43-45, and ***GURPS Thaumatology,*** p. 59). Aspected mana is tied to a particular kind of magic with a strength set by the Game Master. (***GURPS Fantasy*** suggests a range of 1 to 5.) The value of the strength functions as a bonus to magic that it favors, and a penalty to magic that it opposes. Because of the underworldly nature of the subway, Elemental Earth (favors Earth magic; penalizes Air) and Death (favors Necromancy and other harmful spells; penalizes Healing) would be appropriate aspects, as would the following two new aspects.

Darkness: Favors any spells that create and control darkness from the Light and Darkness college and penalizes any that create and control light. Spells from the college that do neither (such as Hawk Vision) are not affected either way.

Wisdom: Favors spells from the Knowledge college, as well as any Mind Control spells that enhance perception and intelligence (such as Alertness and Wisdom). Penalizes illusion spells from Illusion and Creation, as well as any Mind Control spells that hamper perception, intelligence, and knowledge (such as Drunkenness and Mindlessness).

Rail Shamanism

Rail shamanism is a form of magic that invokes the spirits associated with metro systems: spirits of earth, knowledge, travel, and the underworld. It is an occult tradition for those campaigns where magic and machine can meet and produce power together.

Rail shamanism is ritual magic that calls on spirits and thus functions as described on p. B242; ***GURPS Magic,*** p. 200; and ***GURPS Thaumatology,*** *Magical Steps,* p. 125. It uses Ritual Magic (Rail Shamanism) as the core skill. As with all ritual mages, rail shamans must take the Ritual Magery advantage to cast spells, and in this particular case, must also include the limitation of Pact (Disciplines of Faith) and the disadvantage Disciplines of Faith (Ritualism), to represent their need to please the spirits through ritual. Because of their connection to the underworld and the transit system, rail shamans favor the colleges of Earth, Gate, Knowledge, Light and Darkness, Movement, Necromancy, and Technology.

Skills for each college are IQ/Very Hard with Ritual Magic (Rail Shamanism) as the prerequisite. The default is Ritual Magic (Rail Shamanism)-6, and each skill can never exceed the core skill. Spells within each college are considered Hard techniques. They default to the associated college skill with a penalty equal to the spell's prerequisite count. (See p. B230 for details on buying and improving techniques.)

The principal spirits that rail shamans invoke are the genii loci of the metro systems. However, they sometimes also call upon spirits of earth and ghosts and demons connected to tunnels and the metro system.

Like many other spiritualists, rail shamans are usually eccentric and obsessed with their magic. They focus more on the spirit realm than the material, often muttering to forces invisible to others and going into fugues and strange fits. Unlike traditional shamans, they must spend most of their time on or under city streets, close to the spirits and forces of the metro lines. Because of this, they are only found among city dwellers and most often among those who already had reason to linger around subway stations: beggars, metrophiles (pp. 11-12), urban explorers (p. 14), and so forth.

Rail shamans have no single culture or tradition, but they sometimes take on students; each group's founder has a different explanation for how the magic works and what it means, even if the fundamental workings are the same. If the Serpent's Young (pp. 16-17) had any real power, it might be composed of rail shamans who have chosen infernal trappings for their magic.

Rail shamans may conjure forth elementals made from metal, plastic, concrete, and other manufactured components (elementals formed from garbage or wire are not unheard of). These occult guardians are more suitable to the urban environment than those of fire and water, and they have spawned countless urban legends.

Daniel Walks-the-Rails (207 points)

Daniel Walks-the-Rails never gives any details about his past, but some swear that he resembles a surveyor who vanished a few years ago. Others suggest that he was former a train driver who suddenly realized the spiritual power of the rails he had driven so many times.

Now Daniel is a beggar who claims to talk to spirits and often panhandles around Samuel Luke Station. He purports (loudly) to be a spiritual guide for anyone who frequents the station, and that he uses his magic to protect them from harm.

Though Daniel gives offerings to many spirits, it is Miriam (p. 27), genius loci of Samuel Luke Station, that is his patron. He is dedicated to it, believing that it is an important guardian of the city who needs him to serve as its proxy against malignant spirits and other dark forces. He also is close to the ghost of Andy Miller (p. 28), and is helping search for the solution that would put the spirit to rest.

At 5' 9" and a mere 120 lbs., Daniel is a gaunt man with gray eyes, a long beard, and long, tangled brown hair. He wears dirt-and-oil-caked rags under an oversized rain-jacket that he keeps pulled around his body. Daniel always carries an old track switch-handle with him that he uses as a walking stick. On his belt, he keeps a sheathed knife and a pouch filled with ritual objects, such as stones, subway tickets from auspicious times and dates, bits of metal and tile, and pigeon feathers. He's 62 years old.

ST 9 [-10]; **DX** 10 [0]; **IQ** 13 [60]; **HT** 11 [10].
Damage 1d-2/1d-1; BL 16 lbs.; HP 10 [2]; Will 14 [5]; Per 13 [0]; FP 13 [6].
Basic Speed 5.25 [0]; Basic Move 5 [0]; Dodge 8; Parry 8 (Knife).
5' 9"; 120 lbs.

Social Background

TL: 8 [0].
CF: Western [0].
Languages: English (Native) [0].

Advantages

Ally (Andy Miller; 15 or less) [30]; Autotrance [1]; Channeling [10]; Contact Group (Local street-people; Skill-12; 12 or less; Usually Reliable) [20]; Patron (Miriam; 12 or less) [30]; Ritual Magery 3 (Pact: Ritualism, -5%) [28].

Disadvantages

Curious (12) [-5]; Dead Broke [-25]; Disciplines of Faith (Ritualism) [-5]; Duty (Protect Samuel Luke and the surrounding area; Almost all the time) [-15]; Lame (Crippled leg) [-10]; Reputation -2 (Well-known lunatic; People visiting Samuel Luke Station; All the time) [-5].

Skills

Area Knowledge (Neighborhood Around Samuel Luke) (E) IQ [1]-13; Dreaming (H) Will-1 [2]-13; Hidden Lore (Metro) (A) IQ [2]-13; Hidden Lore (Spirit Lore) (A) IQ-1 [1]-12; Knife (E) DX [1]-10; Meditation (H) Will-1 [2]-13; Navigation (A) IQ-1 [1]-12; Observation (A) Per-1 [1]-12; Occultism (A) IQ [2]-13; Panhandling (E) IQ [1]-13; Religious Ritual (Subway Spirits) (H) IQ [4]-13; Ritual Magic (Rail Shamanism) (VH) IQ+3 [8]-16*; Staff (A) DX-1 [1]-9; Symbol Drawing (Rail Shamanism) (H) IQ-1 [2]-12; Urban Survival (A) Per [2]-13.

*College Skills**

Knowledge (VH) IQ+3 [8]-16; Necromancy (VH) IQ+3 [8]-16; Technology (VH) IQ+3 [8]-16.

Ritual Spells

Astral Vision (Necromancy) (H) [4]-13; Aura (Knowledge) (H) [2]-16; Divination (Metromancy) (Knowledge) (H) [6]-14; Machine Control/TL8 (Technology) (H) [0]-16; Rail Communication (Technology) (H) [4]-13; Rail Teleport (Technology) (H) [3]-14; Sense Spirit (Necromancy) (H) [2]-16; Summon Spirit (Necromancy) (H) [2]-16; Turn Spirit (Necromancy) (H) [2]-14.

*Includes +3 for Ritual Magery.

Variants

If Miriam (p. 27) is malevolent, it could be using Daniel as a dupe in some nefarious plan. Conversely, Daniel could be malevolent himself, fully supportive of the dark goal.

Rail Shaman

100 points

Attributes: ST 9 [-10]; DX 10 [0]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d-1; BL 16 lbs.; HP 10 [2]; Will 13 [0]; Per 13 [0]; FP 13 [6]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: Ritual Magery 2 (Pact: Ritualism, -5%) [24]. ● 30 points chosen from among Ally (familiar) [Varies], Ally Group (other shamans of the same tradition) [Varies], Autotrance [1], Channeling [10], Language [Varies], Medium [10], Oracle [15], Patron (Spirit Guide) [Varies], Reputation (among mystics) [Varies], Single-Minded [5], Spirit Empathy [10], or Will [5 points/level].

Disadvantages: Disciplines of Faith (Ritualism) [-5]. ● -35 points chosen from among Bad Temper [-10*], Curious [-5*], Delusions [-5, -10, or -15], Duty [Varies], Obsession [-5* or -10*], Loner [-5], Phantom Voices [-5, -10, or -15], Secret [-5 to -30], Sense of Duty [-2 to -15], or Wealth (Dead Broke) [-25] *or* Wealth (Poor) [-15] *or* Wealth (Struggling) [-5].

Primary Skills: Ritual Magic (Rail Shamanism) (VH) IQ+2 [8]-15†. ● 22 points in college skills, which will be (VH) IQ+2 [8]-15†, and spells, which will be bought as Hard techniques that default to the associated college skill with +2 for Ritual Magery.

Secondary Skills: *Three* of Hidden Lore (Metro), Hidden Lore (Spirit Lore), or Occultism, all (A) IQ [2]-13; Hobby Skill (Metro), Naturalist, Religious Ritual (Rail Shamanism), Symbol Drawing, or Theology (Rail Shamanism), all (H) IQ-1 [2]-12; Herb Lore (VH) IQ-2 [2]-11; Dreaming or Meditation, both (H) Will-1 [2]-12; or Urban Survival (A) Per [2]-13;.

Background Skills: *Two* of Brawling, Guns (Pistol), or Knife, all (E) DX [1]-10; Staff (A) DX-1 [1]-9; Area Knowledge (any) or Panhandling, both (E) IQ [1]-13; Navigation (A) IQ-1 [1]-12; or Observation (A) Per-1 [1]-12.

* Multiplied for self-control number; see p. B120.

† Includes +2 for Ritual Magery.

New Spells

The following new spells would be useful in an urban fantasy campaign centered on Samuel Luke Station or using metro systems regularly.

Rail Communication

Regular

Lets a caster who is standing on a rail communicate telepathically with one willing subject located somewhere else along the same rail line (sitting in a station, on a train, etc.). The result is a two-way communication similar to the Telepathy spell (***GURPS Magic,*** p. 47), except that the characters' thoughts are not shared, simply the words that they wish to send to the other person. The recipient of the spell may choose to accept or reject the attempt to communicate. If he refuses, the spell ends. The spell also ends if one of the characters is no longer near a rail of the same system.

This a Communication and Empathy spell and Technology (Machine) spell.

Duration: 1 minute.
Cost: 4 to cast, 2 to maintain.
Time to cast: 5 seconds.
Prerequisites: Mind-Sending and Seek Machine/TL (at the metro system's tech level).
Prerequisite Count: 6.

Item

Cap, crown, helmet, or other head-gear. Usable only by mages. *Energy cost to create:* 1,500.

Rail Teleport (VH)

Special

This spell allows a caster who is standing on or by a rail to teleport himself to anywhere alongside that particular line. This functions like the Teleport spell (***GURPS Magic,*** p. 147) except that the caster is automatically assumed to be familiar with any place along the line, there is no skill penalty no matter how far it is, and the cost is half what it is for a normal Teleport (round up).

This spell belongs to the Gate, Movement, and Technology (Machine) colleges.

Cost: See *Teleport,* p. 147 of ***GURPS Magic.***
Prerequisites: Flight and Seek Machine/TL (at the metro system's tech level).
Prerequisite Count: 4.

Item

Staff or wand. Usable only by mages. *Energy cost to create:* 2,000.

Fear has many eyes
And can see things underground.
– Miguel de Cervantes
Saavedra, ***Don Quixote***

Rail Teleport Other (VH)

Regular; Resisted by Will+1

Same as Teleport Other (p. M147), except that the caster must be beside a rail, and the subject may only be teleported along the rail-line in a manner identical to Rail Teleport.

This spell falls under the Gate, Movement, and Technology (Machine) colleges.

Cost: See *Teleport* and *Teleport Other,* p. 147 of ***GURPS Magic.***

Prerequisites: Magery 3 and Rail Teleport.

Prerequisite Count: 5.

Item

Staff or wand. Usable only by mages. The user must point it first at the subject and then toward the desired direction; this takes a second and cannot be hurried. *Energy cost to create:* 2,000.

System Switch (VH)

Special

Lets a caster who is standing on or by a rail system teleport to the rail system of another city. The caster has no control over where on the system he arrives; it is completely random. However, if it at all possible, he will not appear at a location that will put him in danger (such as appearing in the path of a speeding train). The spell otherwise functions in an identical manner to the Teleport spell (***GURPS Magic,*** p. 147).

This spell is in the Gate, Movement, and Technology (Machine) colleges.

Cost: 6 if city is in same state or province; 12 if in same country; 18 in same continent; 24 for anywhere in the world.

Time to Cast: 30 seconds.

Prerequisites: Magery 3 and Rail Teleport.

Prerequisite Count: 5.

Train Teleport (VH)

Regular

A moving train that the caster is currently inside is teleported. Any cars that are connected with it are transported; any that have been disconnected are left behind. It must be shifted to a track that it can move along, but it need not be part of the same system. For example, a metro train could be moved to the track of the metro system of another city (if it is within range), but it cannot be sent to a normal train track. The train continues to travel at the same velocity. This spell is otherwise identical to Teleport Other (***GURPS Magic,*** p. 147), but it ignores the cost multiplier for weight.

This is a Gate spell, a Movement spell, and a Technology (Machine).

Cost: See *Teleport,* p. 147 of ***GURPS Magic.***

Prerequisites: Magery 3, Machine Summoning, and Rail Teleport Other.

Prerequisite Count: 17.

Elemental Spells

For Control Elemental, Create Elemental, and Summon Elemental spells for plastic spirits or metal spirits, see pp. 27-28 of ***GURPS Magic.*** Plastic and metal elemental spirit spells belong to the Technology (Metal and Plastic) college.

New Divination Methods

Chthonomancy is divination performed by listening to the sounds underground and orienting oneself to the Earth's energy currents. The caster must be in a cave, tunnel, or underground structure larger than a basement, with his feet crossed on the ground and his back against a wall as he meditates. It is best used to divine information about the underground, including who is in the various nearby tunnels and what they are doing. Other questions are at a -5 to effective skill. *Prerequisites:* Predict Earth Movement and Meditation-15+. *Prerequisite count:* 9.

Graffitomancy is divination by studying graffiti. The graffiti in question must be from a wide variety of "artists" on a wide variety of topics, presenting a chaotic collage of competing opinions and images. The caster perceives the graffiti shifting to form the words and images of the divination (others do not notice this change).

There must be at least one phrase or image among the graffiti that plausibly relates to what the caster wants to know, and the caster must focus on this. A picture of a dog would be useful for someone wishing to learn about a werewolf, while the phrase "for a good time" could help the caster gain information on the city's nightlife or entertainment. The graffiti's location is as important as its content; the same phrase scrawled across a subway car and a platform advertisement may give very different results. *Prerequisites:* One spell from each of the four elements. *Prerequisite count:* 7.

Metromancy is divination by riding in subway trains. The caster must sit on the train and gaze out the window, seeing visions in the lights and shapes as he speeds past. This requires more time than other methods of divination, taking at least the time between two stops, and up to a full circuit of the train through its entire route for complex questions. Metromancy is most useful for divining information about the city that the metro line travels through, particularly its stations and tracks. It can be used to gain information on people if they are directly involved in a metro system (such as living or working in a station, or being responsible for its creation) or are currently using it. Other kinds of information can be ascertained, provided that they pertain to people or things that are within the area bordered by the metro line, but are at a -5 to effective skill. *Prerequisites:* Four Technological spells. *Prerequisite count:* 7.

Small Metal Elemental

40 points

Treat as a small earth elemental, as found in ***GURPS Magic,*** but removing ST+1 and increasing DR from 2 to 4.

Small Plastic Elemental

40 points

Attribute Modifiers: ST-1 [-10]; IQ-4 [-80].

Secondary Characteristic Modifiers: SM-1.

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogenous) [40]; Pressure Support 1 [5]; Vacuum Support [5].

Spirits of the Subway

The following spirits are prone to inhabit subway stations, and they are commonly invoked by rail shamans. The new enhancement for the Terror advantage offers uncanny special effects for the spirits herein.

New Special Enhancement

Paranormal Phenomena

This is a special enhancement for the Terror advantage (p. B93) in which the terror is accomplished through bizarre events. It is these phenomena that cause the Fright Check as opposed to voice or appearance. You thus can frighten people without calling direct attention to yourself, and it can be particularly effective against some targets (for example, someone with arachnophobia would be horrified by a rain of spiders).

Unless you combine Terror with another advantage such as Innate Attack, the paranormal phenomenon's only effect is to unnerve people. A cold spot can't give someone hypothermia, nor can a rain of frogs crush the victim.

Common paranormal phenomena include:

Cold (or Hot) Spot: A three-dimensional pocket of air a few feet in diameter is up to 30 degrees colder than the surrounding environment. Alternately, it could be a "hot spot," a noticeably warmer pocket.

Sensory Stimuli: The targets' senses register menacing stimuli: They hear footsteps, monstrous howling, or rattling chains; they see floating lights or dancing shadows; or they smell the inexplicable aroma of wild flowers, strong perfume, or rotten fruit. These may appear at random, or they might deliver some sort of message, such as words forming on a wall telling the targets to "Get Out!"

Spontaneous Wounds: Small cuts or bruises appear on one or more people. They cause no more than 1 HP of damage, but they are disconcerting in the extreme. The wounds can spell out some message or invoke some image (such as stigmata).

Strange Moisture: A liquid – such as blood, honey, or water – appears on a surface. It could just wink into existence, or it could be produced in a matter appropriate to the object in question (such as a statue crying, or raw sewage pouring out of a sink's taps).

Technological Malfunctions: A mechanical device behaves erratically: A TV produces nothing but static, a car refuses to start, lights flicker on and off, a radio makes disturbing gurgles and grunts. These devices need not be running, plugged in, or even intact for this to happen.

Unnatural Rain: A large quantity of something other than water falls from the sky. It could be blood, oil, or small animals, such as fish, frogs, or maggots.

You must select one of three options when you choose this enhancement:

Random Phenomena: When you activate the advantage, the GM chooses what kind of phenomenon you produce, and you have no way of knowing in advance what it will be. It may be identical to one you've produced before, or it may be entirely different. As long as you have it activated, the GM may change the phenomenon you are producing at any time. +10%.

One Kind of Phenomenon: You always produce the same kind of unnatural effect whenever you cause Terror. +20%.

Controlled Phenomena: Each time you use the advantage, you may select the sort of paranormal phenomenon you produce. The GM is free to veto any decision that he feels is inappropriate, in which case nothing happens until you reactivate this advantage. You may change the phenomenon you cause at any time, but if you decide on an inappropriate manifestation when you do so, then it is canceled until reactivated. If you pick this enhancement along with the Always On limitation, then you may switch the phenomenon you produce, but you must always be manifesting some kind of strangeness. +40%.

Ghost Metro

Spectral vehicles are common in ghost stories, including ghost ships, cars, and railway trains. Even subway trains have made appearances, shooting through tunnels years after they crashed. A ghost train could be carrying spirits to the Afterlife, driven by an up-to-date Charon who has traded his skiff for a more modern conveyance, transporting the dead down the Styx Line to Hades Station. Samuel Luke Station could be the point where the normal line meets the Styx, a junction for the living and the dead. In darker settings, it still transports the dead, but to a fire-and-brimstone Hell rather than the quiet afterlife of Hades.

Genii Loci of the Metro

Genii loci are the spirits of places, such as trees, lakes, or buildings. They protect and preserve their domain, and those who know of the place's genius loci are wise to treat it with respect and avoid offense. Some are dormant, sleeping unless roused through magic; others are awake and active. A genius loci often has great awareness and power over its realm, causing earthquakes, storms, and other phenomena.

Genii loci sometimes appear in the form of beautiful women (in which case, they are referred to as "nymphs"), but they usually take on the aspects of their domain. Those of the metro often have bodies made from steel and stone, seeming as if it was designed by the architects of their station or system. Others might look similar to a metro train, with eyes like searchlights and lesser spirits peering out from windows in their bodies. They are whatever size is most appropriate.

This spirit described herein can represent a metro system or an individual station, depending upon how plentiful the GM wishes such spirits to be. It is often invoked by rail shamans, who seek patronage and spiritual guidance. The genii loci also awaken spirits to help them deal with threats to the metro systems, bringing magic to bear against physical and metaphysical opponents.

Miriam, Genius Loci of Samuel Luke Station (709 points)

Even if most genii loci of the metro have entire systems as their domains, Samuel Luke Station has its own, demonstrating the occult significance of the station. The genius loci refers to itself as "Miriam," the Jewish root of the name "Mary."

This spirit appears identical to the stone Virgin Mary statue that serves as a fountain in the station's courtyard, complete with the chipped body and slashes of red paint. Like the statue, its feet are always hidden by its robe. When the spirit chooses to manifest itself, the body feels to the touch as strong and hard as stone.

Miriam appears as emotionless as its statue, though it will weep blood when angry or sad. It always speaks in religious or classical metaphor. For example, if Miriam feels Amelia Hernandez (p. 15) has become a threat to its existence, it might say "A crusader prepares to invade my castle. She raises an army to howl at my door."

As with all genii loci, it looks after and protects its domain. It also delivers prophecies, especially ones that speak of threats to the city.

Miriam dislikes taking direct action, preferring to work through proxies such as Daniel (p. 23). It uses magic on prospective agents to determine whether they would be a good choice for the problem it wishes to solve. If they are, then Miriam speaks to them and request their assistance.

Though physically strong and armed with a wide range of spells, Miriam would rather intimidate prospective foes, particularly with creative use of Terror, and it only confronts them directly if that fails.

The spirit's personality and plans depend upon the true nature of Samuel Luke Station. If it is a malignant presence, than Miriam likewise is malignant, but if it is benevolent, then the genius loci probably is the noble guardian it claims to be.

ST 15 [50]; **DX** 11 [20]; **IQ** 15 [100]; HT 15 [50].
Damage 1d+1/2d+1; BL 45 lbs.; HP 15 [0]; Will 15 [0]; Per 18* [0]; FP 18 [9].
Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 9; Parry 8 (Brawling).
Age equal to the station's; 6'; 500 lbs.

Social Background

TL: 8 [0].
CF: Western [0].
Languages: English (Native) [0].

Advantages

Damage Resistance 5 [25]; Genius Loci of the Metro [320]; Magery 2* [10]; Precognition [25]; Terror (-2 to Fright Checks; Controlled Paranormal Phenomena, +40%) [70]; Very Beautiful [16].

Disadvantages

Compulsive Behavior (Wander through the station; 12 or less) [-5]; Disturbing Voice (Always speaks in metaphor) [-10]; Loner (12) [-5].

Quirks: Loathes being called a "nymph"; Prefers to work through proxies; Weeps blood when sad or angry. [-3]

Skills

Area Knowledge (Neighborhood Around Samuel Luke) (E) IQ [1]-19*; Brawling (E) DX [1]-15; Detect Lies (H) Per [4]-18; Diplomacy (H) IQ [4]-13†; Fast-Talk (A) IQ [2]-13†; Hidden Lore (Metro) (A) IQ-1 [1]-17*; Hidden Lore (Spirit Lore) (A) IQ [2]-15; Hobby Skill (Metro) (E) IQ [1]-15*; Intimidation (A) Will+1 [4]-16; Occultism (A) IQ [2]-15; Symbol Drawing (Rail Shamanism) (H) IQ [4]-15.

Racial Spells‡*

Create Earth (H) IQ [0]-15; Earth to Stone (H) IQ [0]-15; Earth Vision (H) IQ [0]-15; Entombment (H) IQ [0]-15; Mind-Reading (H) IQ [0]-15; Mind-Sending (H) IQ [0]-15; Rail Communication (H) IQ [0]-15; Seek Earth (H) IQ [0]-15; Seek Metal (H) IQ [0]-15; Seek Plastic (H) IQ [0]-15; Sense Emotion (H) IQ [0]-15; Sense Foes (H) IQ [0]-15; Shape Earth (H) IQ [0]-15; Stone Missile (H) IQ [0]-15; Truthsayer (H) IQ [0]-15; Walk Through Earth (H) IQ [0]-15.

Spells‡

Animate Object (VH) IQ [2]-15; Aura (H) IQ+1 [2]-16; Control Earth Elemental (H) IQ [1]-15; Create Earth Elemental (H) IQ [1]-15; Detect Magic (H) IQ [1]-15; Earthquake (H) IQ [1]-15; Mind-Search (VH) IQ [2]-15; Recover Energy (H) IQ [1]-15; Reveal Function/TL8 (H) IQ [1]-15; Seek Machine/TL8 (H) IQ [1]-15; Shape Metal (H) IQ [1]-15; Shape Plastic (H) IQ [1]-15; Summon Earth Elemental (H) IQ [1]-15; Telepathy (VH) IQ [2]-15.

* Includes bonus for Genius Loci of the Metro racial template.

† Includes -2 penalty for Disturbing Voice.

‡ Includes +2 from Magery.

Genius Loci of the Metro

320 points

Secondary Characteristic Modifiers: Per+3 [15].

Advantages: Dark Vision [25]; Detect (Threats to its domain; Precise, +100%) [10]; Higher Purpose (Protect its domain) [5]; Magery 1 [15]; Spirit [261].

Disadvantages: Dependency (Its domain; Common; Constantly) [-50]; Sense of Duty (To domain) [-5].

Features: Affected by Astral Block, Pentagram, Repel Spirit, and Turn Spirit except when the spirit is in its domain.

Racial Skill Modifiers: +4 to Area Knowledge (Its domain) [12]; +2 to Hobby Skill (Metro) [4]; +3 to Hidden Lore (Metro) [12].

Innate Spells: 16 points with +1 from Magery in spells that represent the spirit's power over its domain. As a genius loci of the metro, most of the spells will be from the Elemental Earth and Technology colleges.

Customization Notes

For particularly potent stations or whole metro systems, more powerful genii loci can be created with extra Fatigue Points and Will, extra levels of Magery, more points in innate spells, and other increased abilities.

Subway Ghost

Samuel Luke Station and some other subway stations are no stranger to tragic deaths. Despondent men and women have hurled themselves in front of the trains, and a few have fallen on the tracks by accident. There have been muggings and beatings, some fatal. Urban legends speak of ritual sacrifices, serial murders, and suicide pacts, as if the prosaic deaths weren't enough to suit the station's unsettling atmosphere.

The ghosts of people killed by trains are most likely to have strong ties to the station. Some might possess the trains that pass through the station, sending cryptic messages of warning to riders or seeking to kill even more.

Appearances vary greatly from ghost to ghost. Some look much as they did in life (except translucent), whereas others are hideously deformed or seem completely nonhuman. Some ghosts take the form of an unnatural ball of light or a spectral train.

Andy Miller (242 points)

Nearly a decade ago, Andy Miller came to the train station intending to stage a suicide attempt. He'd leap in front of a train just as it was coming to a halt, careful to avoid the third rail, and get all the attention for the dramatic move without any serious injuries. Unfortunately for his plan, the train he chose to leap in front of was a test train, running through the stations without stopping to pick up passengers. Andy died from the impact before his body even hit the tracks.

A week later, Andy woke up in the midst of the station rush hour, confused and angry. It's now been nearly 10 years, and he's still not happy to be haunting a creepy subway station instead of growing up. He'll occasionally spook subway passengers for fun, but what he wants is to find a way out of this dull unlife. The only problem is that he has no idea what unresolved aspect of his former life needs to be dealt with before he can move on.

Unlike many other ghosts, Andy cannot become tangible. The only ways he can interact with the physical world are through speech and his ability to create fear and spontaneous paranormal phenomena. He has no control over the phenomena he creates. They could be puddles of milk, dancing lights, snatches of music, or something even stranger. Andy uses his powers only as a last resort, or when he panics.

Andy is friends with Daniel Walks-the-Rails (p. 23), and it's the shaman's compassionate presence that allows the spirit to cling to his sanity. Daniel is doing his best to help Andy figure out how to move on from this unlife, but he has had no success in determining what the ghost needs.

When visible, Andy looks as he did in life – a scrawny teenager (5'3" tall) with spiky hair, who wears the same clothes he did when he died at the age of 14. Every part of him, including his once-trendy clothing, is a translucent gray.

ST 8 [-20]; **DX** 11 [20]; **IQ** 10 [0]; **HT** 11 [10].
Damage 1d-3/1d-2; BL 13 lbs.; HP 8 [0]; Will 13 [15]; Per 10 [0]; FP 11 [0].
Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.
5'3".

Social Background

TL: 8 [0].
CF: Western [0].
Languages: English (Native) [0].

Advantages

Pitiable [5]; Subway Ghost [258]†; Terror (-1 to Fright Checks; Random Paranormal Phenomena, +10%) [44].

Disadvantages

Confused (12) [-10]; Cowardice (12) [-10]; Dead Broke [-25]; Dependency (Samuel Luke Station; Common; Constantly) [-50]; Obsession (12), (Figuring out how to stop being a ghost) [0*]; Skinny [-5].

Skills

Brawling [1]-11; Hobby Skill (Pop Music) [4]-12; Hobby Skill (Comic Books) [2]-11; Intimidation [1]-12; Observation [2]-10.

* From Subway Ghost racial template.

† As regular Subway Ghost, but Insubstantiality has Always On, -50%, rather than Usually On, -40%.

Subway Ghost Meta-Trait

266 points

Subway Ghost includes Compulsive Behavior (12) [-10] *or* Obsession (12) [-10]; Dark Vision [25]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Dread (Holy symbols) [-10]; Immunity to Metabolic Hazards [30]; Insubstantiality (Affect Substantial, +100%; Usually On, -40%) [128]; Invisibility (Substantial Only, -10%; Usually On, +5%) [38]; and Unaging [15]. Affected by Astral Block, Pentagram, Repel Spirit, Turn Spirit, and True Faith.

Common supernatural advantages for ghosts include Flight [40], Possession (Spiritual, -20%) [80], Telekinesis [5 points/level], and Terror [30 + 10/-1 to Fright Check]. A particularly appropriate disadvantage would be Dependency (Samuel Luke Station; Common; Constantly) [-50].

Illuminated Architecture

Although the design of Samuel Luke Station could be nothing but the creation of a deranged mind, hidden meanings usually make for more entertaining plots. Reynard Gray (p. 17) might be the guardian set by the secret conspiracy behind the construction of the station to preserve it in its current state for hidden purposes. If the GM wishes for the statues and other aspects of the station to have direct significance for the Illuminati, then there are several options available.

The station has mystical uses. For example, the art is part of some occult ritual or used to enhance the area's mana. Such supernatural options are discussed in *Symbolism of the Station* (p. 20-22).

The architecture is a code. This could be a message to the conspiracy's associates, a warning to enemies, or a secret meant to be unlocked by someone else altogether. Many people believe that locations such as Stonehenge and the Nazca Lines were constructed as beacons or messages for aliens, spirits, or gods (see ***GURPS Places of Mystery***). Perhaps Samuel Luke Station serves a similar purpose.

If the architecture *is* a code, it is so drastically different from ordinary ciphers that Cryptography is useless for deciphering it. Use an appropriate Expert Skill, Hidden Lore, or Occultism-5.

The statues and art are part of a strange experiment. The Illuminati are monitoring public reaction as a test. Perhaps anyone who draws particular conclusions from the station are offered membership in the Illuminati, or maybe they "graduate" to the next stage of experimentation. It also could be a sociological experiment to test the general populace's reaction to aspects of the station (such as its iconography).

The station is a distraction. The statues and pictures, the urban decay, the mystical aspects . . . It's all designed to draw attention and curiosity to the station, where nothing will ever come of it. So long as the investigators are chasing the cultists who harass the protesters who are angry about the criminals, none of them will notice the *real* focus of the conspiracy's plans, somewhere else on the subway line.

Underground Headquarters

It's not an active volcano or an unmarked floor of a building, but the metro system is still a classic location for hiding the entrance to an underground lair. The traffic flow conceals the comings and goings of people from a villainous headquarters, as well as providing victims to be abducted away for experiments or sacrifices. A subway station also offers convenient transportation for cabalists with a daily commute from home.

In realistic campaigns, entrances to the underground facilities are probably located behind boring doors marked as supply closets. In weirder campaigns, the GM can put hidden doors in support pillars on the platform, specific restroom stalls, or even down the subway tunnels where a conspirator late for work has to be very careful not to run into a train while sprinting for the entrance. Silly campaigns might have folks enter the secret base by tugging on a particular statue hand, and then waiting for the wall to open and let them in.

There are several options for what kind of lair might be situated below Samuel Luke Station. For more prosaic underground installations, the GM may wish to tone down some of the more unusual aspects of the station; otherwise, players may wonder why someone trying to stay hidden would attach their hiding place to a place that draws so much attention. Samuel Luke may have been the servant or employee of any of these groups, or a truly eccentric architect who frustrated the conspiracy by building a bizarre station above their heads.

The Secret Masters. A conspiracy controls the entire city (or even the entire country), and their base of operations lies beneath Samuel Luke Station. Hidden security cameras and listening devices all over the city feed down to rooms where new members of the conspiracy must sort through the endless information feed for useful data.

Government Laboratory. Of course the government knows about the troglodytes, the demons, the ghosts, the spirits . . . and set up a tidy research facility right where they all congregate, to dissect and analyze these creatures. This installation features vivisection rooms, cubicle farms, and high security cells holding the experimental subjects.

Cultist Temple. Samuel Luke was the high priest of a cult, and he built the station specifically to suit them. The mystical trappings above are echoed in the many twisted passages below, with stranger and more violent art in the places hidden from the public eye. Ritual chambers for human sacrifice are to be expected; ritual chambers for creating bizarre hybrids of humans and other creatures may come as more of a surprise.

Chapter Four

Putting It All Together

"Look at all this stuff." The girl opens file after file on Jennifer Larson's computer: interview transcripts, photographs, scans of old newspaper stories, and most important of all, Jennifer's notes on her theory about the meaning of Samuel Luke Station. "Some people just don't know when to leave well enough alone, do they?"

Gray glances over his shoulder, as he pours kerosene across the kitchen floor. "Did she make any backups? We'll have to track down all of them to be sure."

"I can't ask the computer if files got copied to somewhere else. Computers don't work that way." The girl checks Jennifer's e-mail. "Got it! She mailed stuff to herself. I can delete those, but she'll notice. And she might have other backups. What are we gonna do about that?"

Gray finishes with the second can of kerosene. "Simple. If we can't get rid of all the files, we make sure no one will be reading them or spreading them further."

"Isn't that kinda overkill?"

"Not in the slightest." He ruffles his niece's hair on the way past. "Pull out the hard drive, and we can look at it tomorrow. If we can finish up here in the next 10 minutes, there'll be time for ice cream before you have to go home."

This chapter discusses how to integrate Samuel Luke Station into different campaigns and genres.

The Station and the City

This supplement keeps the station's city and neighborhood vague to make it easier for the GM to place it in a campaign. Aside from being located in a rundown industrial area, the "bad part of town," everything else is completely open. However, the specifics of the surrounding neighborhood will affect the feel of the station.

If there's nothing open in the neighborhood after the factories close for the day, the station will be deserted as soon as the evening rush hour ends. No one but occult groups would have a reason to visit the station late at night, making it very easy for anyone to spot them . . . and equally easy for any stranger to be spotted when showing up to investigate.

A street lined with strip clubs and bars helps attract rowdier and more careless traffic, which justifies the presence of thieves and prostitutes in the station; there's no reason for them to stay in the station if there are no victims or customers available. Similarly, a residential area would allow a steady trickle of traffic through the station all day, with the last trains full of workers who've just finished a late shift. If a large building directly connects to the station, its opening and closing hours will affect the traffic patterns.

> *People who want to understand democracy should spend less time in the library with Aristotle and more time on the buses and in the subway.*
>
> *– Simeon Strunsky*

The Station in Other Genres

Samuel Luke Station is designed for a campaign set in the modern world, but it may be placed in many other settings with minor adjustments. Most of the stranger aspects of the station may be explained equally well by magic or by advanced technology, depending on which is more appropriate for the campaign. And sometimes, a rumor is nothing more than a rumor.

Cyberpunk

Samuel Luke Station requires few modifications to fit into a cyberpunk setting; the technology may change, but the station remains the same. To keep the atmosphere creepy, let the artwork contain a virtual reality component. Computer viruses run rampant through the software, and they might infect the cyberware of any character who views the art for too long. See ***GURPS Cyberpunk*** or ***GURPS Cthulhupunk.***

Fantasy

For fantasy worlds that include "magic-as-technology," the metro system may be inherently magical, with wizards enchanting beasts or vehicles to run through the tunnels unguided. The statues might be the remnants of an abandoned temple repurposed as a subway station. For an eerier feel, replace trains with barges that float along misty underground canals, complete with a hazardous ecology in the water. See ***GURPS Fantasy.***

Infinite Worlds

As mentioned in Chapter 3, Samuel Luke Station could be a portal to another dimension. Secret trains travel between worlds at night when the station is locked. Or maybe it's not the trains at all, but the station itself; there's an enigma within the art that will allow anyone to discover how to leap between dimensions after performing the right rituals. See ***GURPS Infinite Worlds.***

Science Fiction

In a high-tech future, the station can be built as part of the planetary transit system on any colony world. Advanced technology on alien worlds can break down in dangerous ways, and hostile native life may squirm into the tunnels unnoticed. To maintain Samuel Luke Station's creepiness, let the alien blend with the human in the statues and paintings there. It's not always possible to tell what art has been defaced, and what art has merely been modified to look more like the *real* models. See ***GURPS Space.***

Steampunk

In a steampunk world, metro trains are likely steam-powered, and so warm rolling clouds often obscure the station, increasing an already moody environment. The statues could be full of hidden clockwork mechanisms, decayed with age and functioning erratically; there's no way to know if it was only a trick of the mind, or if that angel just turned to smile at someone . . . See ***GURPS Steampunk*** and ***GURPS Screampunk.***

In Nomine

Samuel Luke Station makes a perfect Tether to Nightmares, with its bad reputation and creepy atmosphere. Miriam (p. 27) would be the Seneschal, a demon luring humans into promoting fear as they help her "protect" the station. In a darker campaign, it could instead be a Tether of Stone, twisted by indirect attacks on the neighborhood; as the Tether dies, the Seneschal may be losing her mind along with her strength. See ***GURPS In Nomine.***

Supers

Samuel Luke Station can be placed as is into any modern supers campaign, but works best with one of the underground lairs (see p. 29) attached. Government laboratories and conspiracy headquarters translate easily to bases for mad scientists or criminal organizations; the cultists can be used without modification. Chthonic demons and troglodytes may be mutants or groups of affiliated super-powered humans. See ***GURPS Supers.***

Changing the Mood

The default assumption for Samuel Luke Station is that it exists in a world much like the real world, except for subtle supernatural differences. Most of the people associated with the station have no magical powers, though they may still be dangerous. Those with real power keep quiet about it to avoid drawing attention.

In a campaign where the supernatural is more common, or more public, the station will feel less creepy; troglodytes lurking in the tunnels are unlikely to spook player characters who spend time chatting with werewolves. Meanwhile, campaigns with no supernatural elements will have players dismissing all of the station's weirdness as mere rumor. To maintain the mood, the delusional (or manipulative) people associated with the station ought to become more ruthless. A murder victim remains dead whether he was murdered by demons or humans.

The GM may also play up the less plausible aspects of the station for a wackier campaign. Prostitutes and thieves have taken over the station to such an extent that regular commuters avoid it entirely, and so the prostitutes solicit the thieves while the pickpockets rob them. Statues lurch to life whispering ominous prophecies, but everyone ignores the tacky animatronics. So many people have disappeared at the station that there's a city employee whose entire job is covering up the disappearances and officially denying the reports. Every full moon, fist fights break out between the half dozen different cults that have shown up to perform their rituals in the same place, while the werewolves stand around complaining that it's just not the same since everyone started hogging the ley lines.

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He never returned,
No, he never returned,
And his fate is still unlearn'd.
He may ride forever
'neath the streets of Boston.
He's the man who never returned.

– Jacqueline Steiner and Bess Lomax Hawes, "Charlie on the M. T. A."

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Your destiny's inscribed upon the streets wherein you grew; upon the horse you ride each day . . . Our story's written, Netley, inked in blood long dry, engraved in stone.

– Alan Moore, ***From Hell***

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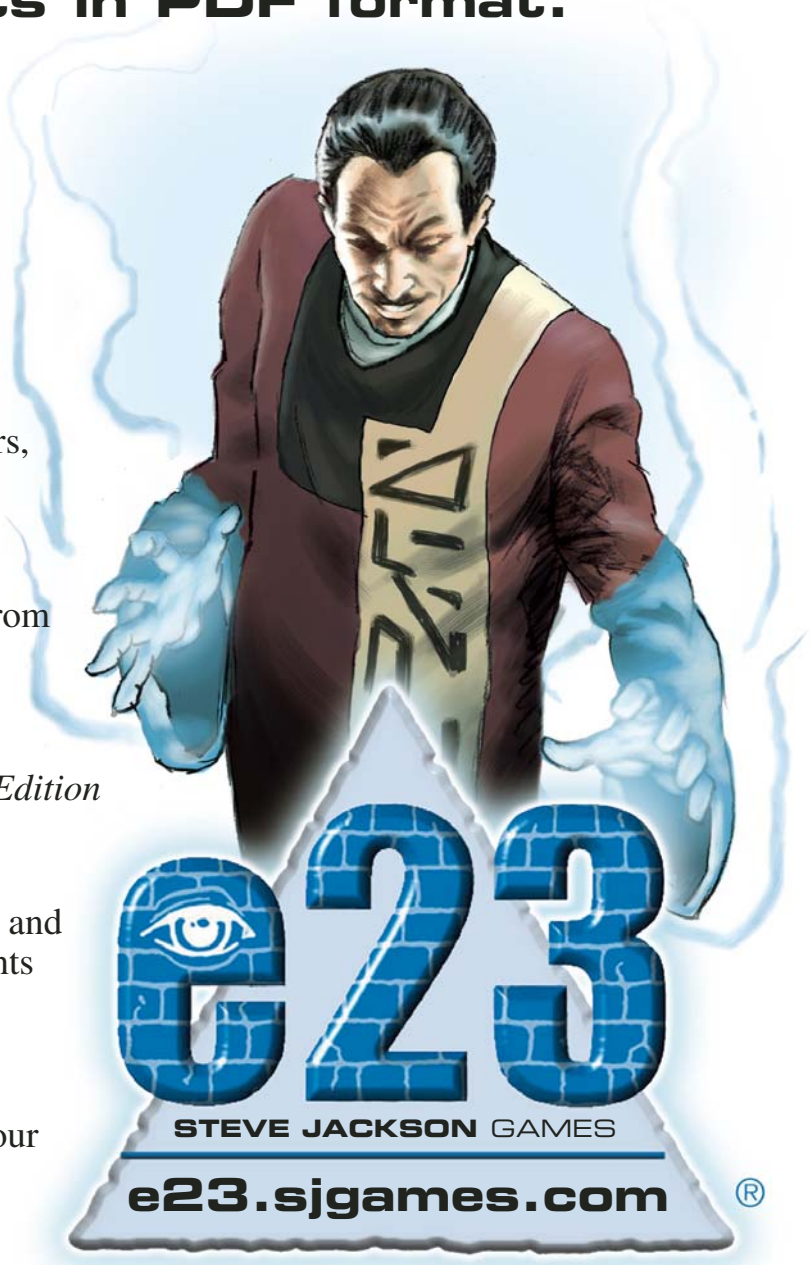

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